ISSN 1461-9539

ATARI COMPUTING

Issue 13

April 1999 • £3.50

Music
Expand
Squash-It

Features
Inside GEM
AMS Spring 99
Digital Cameras
Calamus Secrets

Software
Artworx
NEWSie
CDBackUp
CENTscreen
FaST Club CDs

Plus: ASP Cables, Think Twice, Clocky, LineUp, Eliza, Triple Yahoo, Mutant Penguins.

Veloce+

STe system
upgrade from
T.U.S. Developments

NEW

Bring your STe up-to-date with Veloce+ from T.U.S. Developments, processor upgrade to 68020 32 Bit at 16Mhz, additional 2 or 4Mb FastRAM and TOS 2.06 all on board. Load NVDI into 32 Bit FastRAM for lightning screen updates, along with the program disk to leave 4Mb STe Ram free for data.

Compatible with most high end STe software packages such as CUBASE v3 and Score, Notator Logic, Papyrus, Calamus, Timeworks and many many more. Please call or visit our website for further information. Available for DIY installation (soldering required) with full manuals or fitted by THE UPGRADE SHOP.

- ✔ **68020 Processor running at 16Mhz**
- ✔ **0, 2 or 4Mb FastRAM**
- ✔ **TOS 2.06 on board**
- ✔ **FastRAM and TOS full 32 Bit zero wait state**
- ✔ **Switchable between existing 68000 and 68020 for maximum compatibility**
- ✔ **Compatible with IDEal Hard Drive Interface**
- ✔ **Fits inside a standard STe case**

Veloce+	(0Mb FastRAM)	£ 99.00
Veloce+2	(2Mb FastRAM)	£149.00
Veloce+4	(4Mb FastRAM)	£189.00

IDEal

The IDEal hard drive system from T.U.S. Developments uses the latest 2.5" IDE hard drives found in computers such as the Falcon and PC Notebooks.

The entire hard drive fits inside the standard STe case and is extremely quiet in operation. All kits are complete with fitting instructions, cables and software.

IDEal Interface only	£ 59.00
IDEal Interface and 170Mb Drive	£109.00
IDEal Interface and 340Mb Drive	£139.00

Other sizes available - please call

T.U.S. Developments
01625 503448

http://www.tusdev.demon.co.uk
Email: dave@tusdev.demon.co.uk

- ✔ **Fully Atari compatible design**
- ✔ ***New* 2 drive systems - please call**
- ✔ **Works alongside SCSI-based systems**
- ✔ **Complete with formatting/partitioning software**
- ✔ **Very quiet in operation**

Veloce+ & IDEal Drives

Veloce+2 c/w IDEal 170	£249.00
Veloce+2 c/w IDEal 340	£279.00
Veloce+4 c/w IDEal 170	£289.00
Veloce+4 c/w IDEal 340	£319.00

Other options available

CHEETAH EXTERNAL HARD DRIVES

The Cheetah external hard drive from T U S Developments brings affordability and style to any Atari system

- Complete with Host Adaptor and cable
- Formatting and partitioning software included
- Small case dimensions
- Built in power supply and cooling fan
- Dual SCSI external connectors for daisy chaining extra devices
- ID selector

A fully featured system that can be used on more than Atari computers All systems are supplied pre formatted and partitioned ready for immediate use

160Mb	£149 00
200Mb	£179 00
540Mb	£222.00

HI RESOLUTION 14" MONO MONITORS

Improve your clarity with T U S s 14 mono monitor for the Atari ST series High resolution screen Ideal for Cubase Notator and many other programs All monitors include appropriate connecting leads and a tilt and swivel stand

Without sound	£94.00
With sound (stereo on Ste)	£109 00

ATARI MEMORY

STe/Mega STe	
1/2 meg	£10 00
2 meg	£25 00
4 meg	£49 00
STFM Marpet	
1/2 meg	£36 00
2 meg	£55 00
4 meg	£75 00

All kits are supplied with comprehensive fitting instructions testing software and a free disk of useful PD/Shareware utilities

TOS 2.06

- Enhanced operating system from Atari
- Improved desktop
- Full keyboard control of windows
- Place programs on desktop for easy launching
- Assign function keys to launch programs
- Switchers give access to old TOS system for complete compatibility
- All kits supplied with full fitting instructions and TOS manual

STe Version 2 kit (TOS 1 62/2 06 supplied) Simple solderless installation	£47 99
STF/STFM fitted free	£54 99

HIGH DENSITY DRIVES

- Easy exchange of data with other platforms
- Your ST reads and writes high density (1 44Mb) discs
- Fully automatic switching controlled by type of disk placed in the drive
- Complete with software drivers and high density formatting software

High Density Module	£25 00
High Density Module and 2Mb disc drive	£49 00

Note TOS 1 4 or above required for high density support

TOS 2.06 & HIGH DENSITY DRIVE PACKAGE

STe TOS 2 06 with HD Drive & Controller	£95 00
STFM TOS 2 06 with HD Drive & Controller	£101 00

MODEMS

Do you want to send emails browse the world wide web and join in the comms revolution with your Atari? Using one of our modems and suitable software you can do just that

T U S 33,600 Voice, Data, Fax Modem	£59 00
T U S 57,600 Voice, Data, Fax Modem	£74 00

BABT approved with CE markings complete with cables and software for Bulletin Board access

SERIAL PORT UPGRADE

Use a fast modem with any ST machine by installing a T U S 57 600 Baud serial port upgrade kit

DIY fitting with full instructions	£22 00
If supplied with any of above modems	£15 00

REPAIRS AND FITTING SERVICE

Fully trained engineers for a reliable repair All jobs quoted for individually (no fixed prices) 48 hour turnaround on most machines Long 4 months warranty as standard Courier collection and return available for **£14 00**

We can fit any advertised products to your machine for a one off fitting charge of **£15 00** This means that if you require an upgrade and a high density drive fitted then the charge is only **£15 00**

Please telephone for an appointment before bringing your machine or call if courier collection is required Please ensure all parcels collected are adequately packaged

Replacement internal drive kit

For any ST with Internal drive High quality mechanism with stand offs for old ST's if required 1Mb or 2Mb drive supplied **£29 99**

Power Supplies

Repaired and supplied (call for availability)

✪ *Veloce Falcon?* ✪

Call for details

The Upgrade Shop

37 Crossall Street, Macclesfield, Cheshire, SK11 6QF
Telephone 01625 503448
Monday - Friday 9:00AM - 6:00PM Saturday 9:00AM - 12:30PM

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Delivery Charges
Small items under £60 00 please add £3 00 P&P
Large items and orders over £60 00 please add £7 00 courier charge
Courier Pickup for upgrades and repairs 7 00

All prices include VAT@17 5% but exclude delivery (unless otherwise stated please see panel above) Orders can be placed by telephone quoting credit card details or by Mail Order please make cheques and postal orders payable to The Upgrade Shop
1 year warranty on all products (unless otherwise stated) 4 months on repairs Prices subject to change without notice E&OE

ATARI
COMPUTING

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We will do our best to help you through the pages of the magazine but cannot enter into personal correspondence.
It would be very helpful if editorial, subscription and general enquiries are sent on separate sheets of paper or separate ASCII format files on disk.

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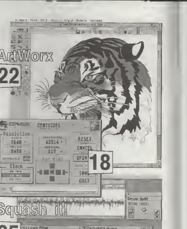
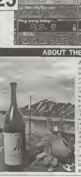


ABOUT THE COVER



A Fine Vintage

The Image was rendered using the PC and Mac ray-tracer Bryce 2 which is Intended primarily for creating landscape scenes but also offers a comprehensive range of tools for creating objects.
The orange, grapes, cork, candle and tabletop were created using basic primitives offered by Bryce and the spheres used for the orange, grapes and the spilt wine were then squashed accordingly. The more complex objects such as bottle, glasses and candlestick were created with TurboCAD 3D and exported as DXF files. The wine inside the bottle and glasses are also separate DXF objects.
The details of the bottle label was created using Corel Photopaint and then applied to a further DXF object.
Finally the mountain range, sea, sky and the various textures were applied and the whole scene rendered.

Dave Encill

Email: dave@titan-bee.co.uk

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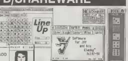

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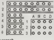


papyrus

13 Unlucky for some?

I don't think of myself as superstitious but we did consider skipping AC#13. The Atari market is fragile enough without tempting fate. However skipping an issue would surely have played havoc with our database and I'm sure some of you would be on the phone demanding your missing issue so AC#13 it is.

There are still a few STraTOS CD-ROM subscribers who haven't filled in and returned the form on p39. If you're one of them please return the form or leave us a message on the Atari Computing answerphone.

Tel +44 (0)1206 751869

While I'm in nag mode could (UK subscribers) please check the label on your envelope. If the issue number is highlighted in yellow dayglo you have one more issue to follow, if it's highlighted in pink dayglo this is the last issue of your current subscription. In both cases we include a subscription form so if you find one in your envelope it's time to re-subscribe — we don't want to lose any of you!

It's Show time again already! We'll be in Neuss, Germany on April 10/11th and the following weekend, Sunday April 18th, at the Spring AMS 99 show in Stafford. As usual we'll be promoting the magazine and promoting Show Special Offers so if you can come along we'll do our best to make it worthwhile!

Joe Connor

News...

System Solutions

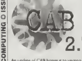
ROPO-COP

Fear not citizens ROPO-COP is a harmless computer accessory from System Solutions This ISA device plugs into your Hades and gives it no less than three Atari-compatible cartridge ports ideal for music software dongles Atari Cubase is compatible and runs at a speed you won t believe Two ports are internal the other protrudes from a back plate aperture for convenient access and the active port is selected by software

hades

System Solutions builds Hades computers to order and new lower pricing on the stunning Startrack Hades audio mastering suite (hardware and software) takes immediate effect at £559 including VAT for the latest 24-bit/96KHz version incorporating a powerful Motorola DSP56002-66 signal processing engine with Falcon-compatible DSP port enhanced to support 16 I/O channels

Brand-new copies of Cubase 3 1 are now only £199 it s time to ditch those inferior doctored pirate versions which are prone to crashing Add a SoundPool MO 4 at just £100 for an extra 64 MIDI tracks on four ports



An update of CAB brings it to version 2 7 ST users should enjoy this release because it runs faster than ever web page scrolling is highly responsive Among the refinements (mainly requiring the MagiC multi tasking OS and some enhanced desktop) are automatic connection for off line cache mass recovery saving of background images Netscape cookie support and improved cache management Here s an excerpt from the manual addendum CAB can now read web archives and cache files of Microsoft Internet Explorer 4 0 (Mac version) (Don t be surprised if your CAB cache increases by only 5Mb when importing a 35Mb IE 4 0 cache file This is correct there just s no more useful data) Cost remains at £29 95 or £15 00 for an upgrade from 2 5

Want to replace an ageing ST high resolution monochrome monitor? System Solutions has a new model 14" paper white display with exceptional value features Digital geometry control allows precise setting of image shape and size stretching to fill those black borders if necessary and automatic de gaussing keeps the image free from magnetically-induced distortion (as caused by external influences like close proximity to loud-speakers or internal residual accumulation) It comes with a detachable tilt and swivel base and the cost is £129 including VAT

Line Audio s Falcon Jam OUT units (compatible with Startrack) are now shipping with 24 bit DACs which allow extended precision digital filtering and improved S/N ratio Best of all the price remains the same

Falcon speed fanatics will be pleased to know CENTEK's brilliant CENTurbo II has reached Revision B supporting up to 128Mb fast RAM The new custom RAM controller makes CENTurbo II even faster and the CPU heat sink is now fixed with a much stronger glue

For mail order and upgrades contact the despatch centre

System Solutions 119 Arthur Road Windsor Berkshire SL4 1RU
Tel +44 (0)1753 832212
Fax +44 (0)1753 830433
Email sales@system solutions co uk
www system solutions co uk/cafe/
Other useful information contacts
lineaudio@system solutions co uk
hades@system solutions co uk

Music Mouse

Laurie Spiegel originally coded Music Mouse for the Mac and ported it to the Atari platform back in 1988 Amazingly it remains available today

Music Mouse turns the ST into a musical instrument in it s own with complete control in the hands of the performer Basically mouse movements are transformed into four moving axes inside a grid that can be assiged different MIDI channels and sounds with keyboard keys for controller messages, tempo transpose and a host of other features It s great fun for musicians and non-musicians and as Laurie says Few things are more sad than homeless music rodents For more information visit
http //www dorsai org/~spiegel
http //www dorsai org/~spiegel/ls_programs/mm_spec_sheet3 html" Or send $29 00 (which includes shipping) along with your return address to Aesthetic Engineering 175 Duane St. NYC NY 10013 USA
Thanks to Tim Conrardy for this item posted in the comp sys atari.st newsgroup Check out Tim s pages at http //atlantis bbs com/dconrard/index htm

CGE'99

If you re nostalgic about Atari Intellivision Apple II or Odyssey and appreciate the accomplishments of programmers hardware engineers and executives that brought you many hours of enjoyment in front of the TV monitor and at the arcades then you d enjoy a trip to the Classic Gaming Expo 99 where you ll be able to play classic games mingle with legendary pioneers and shop for bargain collectables

The Classic Gaming Expo 99 was conceived by some of the people responsible for staging last year's successful WORLD OF ATARI 98 and will be is solely devoted to celebrating the history of video arcade and computer games

The Classic Gaming Expo 99 is scheduled to take place in Las Vegas at the Plaza Hotel on August 14th and 15th 1999
http //www cgexpo com/

ICQ for Atari?

Simon Osborne recently reported in the comp sys atari st newsgroup that a mysterious Frenchman is working on GEM ICQ and a release should be ready soon it s rumoured to run under STiK/STiNG

Centek PHENIX 040/060 news

The elusive PHENIX computer still looks set to make a dramatic appearance any time now CENTEK recently changed the hardware architecture of the motherboard and the Revision 1 version features include

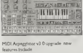
- The DSP56301 is now connected on the PCI bus

- A card with 3 other DSP could be plugged into a PCI slot, not into a dedicated slot
- The ULTRA-SCSI and USB (2 ports) controllers have been replaced The new ones are connected on the PCI bus
- Two IDE (ATA 4) connectors are now offically provided thanks to a new component on the PCI bus Four peripherals are so possible
- The MIDI SERIAL & PARALLEL ports are suppressed They are possible with some USB interfaces opening the way for the future.
- The QUICC chip is suppressed
- The EDO RAM is replaced by the SDRAM which is currently 2 times cheaper and 2 times faster (on the 060)

One of the objectives of the modifications was to minimise production costs but happily these changes have also bought about performance improvements! The PHENIX is now comparable with the architecture of the current generation of PCs

Centek Tour Blanche de Castille 4, avenue Saint Exupery F-60180 Nogent sur Oise, France
Tel +(33)-344 746 330
Fax +(33)-344-746 340
Email vxp@imaginet fr
http //www.centek fr

Electronic Cow have recently announced upgrades to Snippit Synth and MIDI Arpeggiator



MIDI Arpeggiator v3 0 upgrade new features Include

- New interface with support for graphics card and replacement AES versions with colour icon support
- Better dial control (multi speed) now utilising both mouse buttons
- Improved duophonic algorithms and settings for duophonic part (full mixer channel strip)
- Editable sequencer entries can also view note or velocity
- New Scale Fill and improved pattern sequencer functions
- New edit and play range markers
- Improved type 0 and 1 MIDI file export
- New mini arpeggiator mode (replaces chord mode), with two different arpeggiator styles
- Improved timing greater accuracy with tempo control and greatly improved MIDI clock support
- New copy and paste pattern facility

MIDI Arpeggiator runs as both a desktop accessory or stand alone program still so it can be used to complement your GEM sequencer Of course It still has all the same functions that makes it our best selling program including real time editing multiple playback modes built in MIDI mixer (with up to six user programmable MIDI controllers) built in keyboard for note input and standard MIDI file export (type 0 and 1)

Snippit Synth v1 4 update new features include.

- New interface design with graphics card support
- Vastly improved synthesis engine with faster rendering times and greater accuracy
- New chorus and resonant filter effects
- New waveform de clicker utility
- Improved auto-crop and optimise routines
- Now utilites the right mouse button to increment values in the numeric fields
- Digital audio playback on the STFM!
- Preset envelope shaper for user waveform data for cleaner rendering of sounds
- Imported samples are also automatically optimised for use in the user wavetables
- User definable sampling frequency added with the added bonus of switching frequencies without re rendering a sound! (The set frequency is stored in the *SNP patch and in the exported sample)
- Improved MIDI sample dump drivers
- Improved cross fade and ring modulation algorithms for chunk mixing

Snippit Synth is still the Atari s only commercially-available granular synthesizer and can create an enormous range of sounds for use in direct to-disk applications or for your MIDI sampler Other existing features include MIDI sample dump (for MSDS-compatible samplers and the Akai S900/S950/X7000/S700) AVR/AIFF/SPL sample export (or 16 bits) and a flexible synthesis engine with many editable parameters including

- Five different grain types (square triangle sine sawtooth and custom)
- Load in any AVR/AIFF/SPL sample (or raw data) to use as a custom waveform grain
- Automatically optimises and shapes imported data into the user waveform
- Up to five hundred grains per chunk with four chunks per sound plus chunk copying facilities
- Choose to overlay ring or amplitude modulate or sequence chunks (using variable-length cross fading!) in the sound
- Creates samples up to 400 000 sample points long (12 seconds!)
- 20Hz to 20KHz frequency response with pitch sweeping
- 20Hz to 20KHz frequency settings with various polarity settings and shapes
- Five different amplitude envelope shapes with relative gain setting
- On screen waveform display with four different draw modes
- 12 5 16 25 33 50KHz and user definable sampling rates
- 8 bit playback on the STE and STFM and 16 bit playback on the Falcon
- Auto-crop De clicker and Optimise sample tools

Registered users can upgrade free of charge by sending their original disks with a stamped-addressed envelope to Electronic Cow Prices Snippit Synth v1 4 £16 plus £2 MIDI Arpeggiator v3 0 £15 00 plus £2 P&P

Electronic Cow 350 Broadwater Crescent
Stevenage Hertfordshire SG2 8EZ UK
Tel 0411 544 133 or 01426 281 347
E mail electronic_cow@dial pipex com
http //ds dial pipex com/electronic_cow/cownet shtml

ASP News

Abingdon Synthesis Projects has tested the STartIDE STFM interface on an ST system including an internal 60Mb hard drive (hosted on the STartIDE) a Link 2 with a SCSI CD-ROM and a SCSI 120Mb hard drive AHDI 6 06 booted from the internal 60Mb drive found the other hard-drive allocated partitions correctly and Metados v2 74 found the CD ROM perfectly This is the first version of Metados which has worked properly on the ST (although it has always worked fine on the Falcon) and will now be included with with all SCSI CD ROM s sold complete with a very simple set up routine to get you up and running By the time you re reading this the STe version of STartIDE should be available

Abingdon Synthesis Projects (ASP) 40 Evelin Road Abingdon OX14 1JR England
Tel 01235 534152 (after 6pm only) Email chrisc@zetnet co uk

SAMS '99

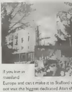
Just in case you missed the amazingly successful ACC 98 we re going to do it all over again at the SAMS 99 Show

Come along and meet the Atari dealers user groups and programmers and help us show to the wider computing audience the Atari platform remains a viable alternative to mainstream computing

Inside AC#12 and also inside this issue UK readers should find a copy of Sharward Promotions loose leaf promotional flyer for SAMS 99 which entitles you to reduced entry rates on the door along with travel details by road rail and bus

Apart from the dozens of general electronics telecoms and computing stands Atarians can look forward to meeting the specialist Atari dealers which make the event the place to catch up on what s new on the Atari scene Here s the current line up (which is still changing daily)

- **Atari Computing**
  Our stand will carry all available back issues Reader Disks and Special Show Offers and we ll be on hand to chat and offer advice
- **System Solutions**
  Will be showing professional audio and MIDI products Come and meet the team for advice and bring along your software to upgrade to the latest English releases of your favourite products There will also be special Show Prices on hardware upgrades modems scanners graphics cards large screen monitors and more!
- **Abingdon Synthesis Projects**
  Chris Crosskeys will be demonstrating how you can re case your Atari motherboard into a standard PC case using their SCSI Burster IDE burster and other cabling solutions You ll also be able to see the Plug&Play serial mouse interface along with Mario Becroft s other products
- **Electronic Cow**
  The Squash it! sample processor had its worldwide launch at ACC 98 and Danny will also have brand new releases of their other popular products so bring along your manuals and master disks for upgrades
- **Titan Designs**
  A chance to meet David Encill the man behind our DA s Layout pages and check out latest DA s Layout v6 2 release Hopefully Eclipse will also available for demonstration along with Titan s other product lines
- **16/32**
  The latest release of SpeedoGDOS PixArt and other serious applications not available anywhere else Also offering their usual selection of Atari gaming and console action
- **The Upgrade Shop (TUS)**
  Will be offering their usual range of hardware upgrades
- **Falke Verlag/Milan Computer**
  Falke Verlag have a huge product line so you ll just have to attend to see that they bring or to put it another way we don t know!
- **CyberSTrider**
  CyberStrider will be promoting its commercial internet services and range of supported shareware products
- **Atari Portfolio Club**
  There s an astounding range of software and extras available for the Atari Portfolio computer Paul Finch will be on hand to answer your questions
- **The Console Centre**
  Specialists in Atari Lynx Jaguar and console action
- **Cadenza Software**
  Matthew Bacon will be promoting Enchant Web Wizard and his other projects
- **Paul Jones**
  HiSoft BASIC maestro
- **Maggie**
  The diskmag duo will be there promoting their alternative view of all things Atari
- **User groups**
  Stands to chat, meet old friends make new ones and be wowed by some of the sexiest Atari setups you ll see anywhere



If you live in mainland Europe and can t make it to Stafford why not visit the biggest dedicated Atari show in the world at the Neuss Stadthalle (Town Hall) Germany on April 10th and 11th? With most of the major developers based in Germany the Neuss shows are the place to pick up the latest gossip releases and meet the authors face to face As usual Atari Computing will have a stand so do come along and say hello if you re there

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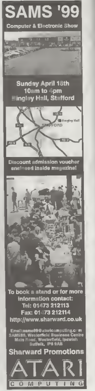
Fax +49 (0)4 31 27 368 FALKE Verlag
Moorbloecken 24149 Kiel Germany



SAMS '99
Computer & Electronic Show

Sunday April 18th
10am to 4pm
Bingley Hall, Stafford

Discount admission voucher enclosed inside magazine!

To book a stand or for more information contact:
Tel: 01473 212113
Fax: 01473 212114
http://www.sharward.co.uk

Email:sams99@ataricomputing.com
SAMS99, Westerfield Business Centre
Main Road, Westerfield, Ipswich
Suffolk, IP6 9AB

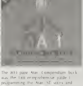
Sharward Promotions

ATARI
COMPUTING

ATARI COMPUTING Offers...

Essential accessories for you and your machine subject to availability Stocks for some offers are LOW, hesitate and you could miss out!

ATARI COMPENDIUM



The 800 page Atari Compendium book was the first comprehensive guide to programming the Atari ST series and includes documentation for MiNT SpeedoGDOS and TOS 4 This vital resource [illegible] now available on CD-ROM along with some tasty extras including
- The Atari Compendium book in HTML and PDF format
- Jaguar Game AVI Demos
- MiNT Multitasking OS
- Editors
- GhostScript 3 33
- Portfolio Files
- NetBSD OS files
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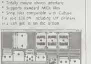

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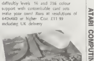

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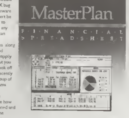


▲ We ve still got a few copies of MasterPlan left so get em while we ve got em!

Advantage Atari

Most of you by now would have heard of the Y2K bug You will probably be aware it s not a virus so it can t be spread from machine to machine so are there any issues which affect Atari users?

Our Atari machines along with Macs Acorns and Amigas should boot happily on New Years Day but you can wipe that smug look off your face because I recently discovered a small group of Atari software programs which were not Y2K compliant! I did some research to determine how this could have happened and it turns out most of the problem programs are financial applications

Furthermore most of these applications were ported (the process of converting software from one platform/operating system for use on another) from PC applications designed to run on earlier XT and AT systems The ported versions were often not GEM friendly with support for multitasking or even the built in file selector

As with the PC platform the problem lies in the code structure and cannot easily be fixed and the affected applications are no longer supported anyway However these programs are still out there so if you are still using them now is the time to consider your options The list below should help you to select a new package.

Old Package	New Package
VIP Spreadsheet	MasterPlan +
Sage Bookkeeper	Home Accounts (Not TOS 2 06)
Sage Finance	PFM or PFM II
Opus Spreadsheet	MasterPlan or Texel v2
Double Sentry	MasterPlan or Texel v2

***Notes** +VIP is not only Y2K unfriendly, it also doesn't support the file selector and does not run under a multitasking O/S All the Sage packages are 1980's Atari releases which have long since been replaced on the PC platform by Y2K compliant packages*

There may be other packages affected so if you re using any older applications it s worth checking them before it s too late particularly be wary of any packages which were available for both the Atari and PC platforms and watch out for any mention of PC s being used as part of the development system

One exception to this rule is Ditek who produced DynaCADD and two spreadsheet packages VIP and MasterPlan the later being a rewrite of the former and is more Atari and multitasking friendly and happily Y2K compliant

There are also a few comms programs such as Blinkyterm which was originally a popular DOS program and is unlikely to be Y2K compliant

In general your Atari s Y2K complaint so you can worry about something else on the night

Martin Howard Naylor Wembley

Feelgood factor

Thank you very much for the swift reply to my letter that I posted to you In what seems like an hour ago! What service I don t want to take too much of your time up but would just like to say how refreshing it is to read such a nicely produced magazine that is Atari Computing Regardless of the lack of colour it outshines many (or should that be any) of the glossy colour "hollow" magazines found in our high street shops today And of course the brilliant innovation of the renegade evolution CD An EXCELLENT idea and well well worth the money

Keep up the fantastic work.

A final word (well a few then!) a big wholehearted thanks to all the people that put in such an effort to make the Atari Computing dream a reality Congratulations to you all

Daniel Beasley London

We often get by-the-way comments tacked onto orders and subscription enquiries praising (or criticising) our efforts but it seems we've got at least one satisfied customer - thanks Daniel!

GET IT OFF YOUR CHEST!

Got something to say, or have a moan about?

Atari Computing welcomes your comments, gossip, news, advice and used tenners!

Send your contributions on paper, or preferably ASCII text on disk, to: Atari Computing, 65 Mill Road, COLCHESTER, Essex, CO4 5LJ, UK.

Or email us at: letters@ataricomputing.com

We reserve the right to edit letters for reasons of space or accuracy without altering the context

Digital Cameras: A Buyers Guide

Last issue Dave Barkin introduced digital cameras from the point of view of an Atari enthusiast. This time Dave presents a guide of do's and don'ts to consider before purchasing a digital camera...

Take into consideration that an Atari user must, with a few exceptions, lay out money for a PCMCIA card reader As compensation it must also be said that any one who is serious about their photography, and I don't mean just professionals, is going to have to buy one of these gadgets anyway It just takes too long to download images through the serial port IBM and Mac users have the option of a floppy disk adapter and while this gadget is cheaper than a card reader, it's still expensive and it's still slow

So if you're a person who takes 50 photo's a year do yourself a favour and stick with conventional photographic equipment But serious users and professionals can purchase both the camera and card reader and still wind up saving money Moreover once you've made the purchase you are free of additional expenditure Although you have to print these images you print only the images you want

Let us pause and wipe our minds clear of the financial distractions which interfere with a true Zen attitude towards life

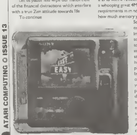
To continue

Warnings!

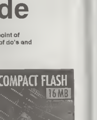
All of the current digital cameras have an LCD screen which allows you to view the photographed images Some allow you to focus the image with this screen and this is an option you do NOT want No matter how good the LCD screen or it advertising you'll sometimes find it difficult to focus the camera.

If we're considering blowing a substantial wedge of money on a digital camera there's no reason to settle for any camera with a maximum resolution less than 1024x768 I couldn't justify this remark less than a year ago but technology is moving fast in this field I should add almost all models are capable of more then one resolution I find 640x480 very handy for producing catalogues web site images and so on but for serious images the more pixels the better

Related to the previous point you must keep in mind 24 bit images are BIG A 1024x768 image weighs in at around 2 2Mb with a 1280x1024 image occupying a whooping great 4Mb! Bear these requirements in mind when considering how much memory your computer has



So long as you have enough memory Atari image processing software is fast enough to manipulate these images without undue strain The formula is height x width x colour planes Don't be fooled by a 1Mb JPEG file - once you load it into your image processing program the file will decompress to its real size and you could easily be left needing some form of virtual memory Although digital cameras do not have the resolving power of



conventional machines they do have the capability of capturing images that APPEAR to be as good as conventional camera's Be warned colour fidelity does vary wildly some models are remarkable but check for yourself and don't just look at the specifications

I've yet to read an unfavourable review of any camera in any of the digital camera magazines (unlike these magazines Atari Computing isn't dependent on their advertising) but they do often publish actual images taken from cameras so take a close look at these

A word about the SONY digital cameras which use a floppy disk as their storage medium On some of the camera's the quality is quite good but a floppy disk cannot hold enough information Some reviews omit to mention you'll need a high density (HD 1 4Mb) or even extended density (ED 2 8Mb) so if you only have a double sided (DD 720Kb) disk drive you will be limited to two high resolution images per floppy! This assumes that these camera's can handle a 720Kb disk!

Almost all cameras store images in JPEG format so you'll need software which can read this format Sometimes the resolving power is specified as an INTERPOLATED resolution Software interpolation is accomplished by software adding pixels to the image

Continued on opposite page ⮫

CYBER™ PAINT

Cyber Paint is part of the legendary Cyber Series and can be used together with the other programs in the series or as a stand alone program.

Cyber Paint is a powerful paint and animation package
Choose from a host of flexible paint box techniques to create colourful animations. Images can be overlaid and Degas/Neochrome images can be loaded as backdrops
Cyber Paint has a range of special effects to resize, distort, move and superimpose entire screens, so you can produce video effects - on a standard ST!

❑ Choice of brush styles, including user-definable brush shapes, airbrush and stipple
❑ Range of drawing tools: Pen, line, polygon, circle and box
❑ Move, resize, mirror, or rotate picture sections
❑ Text input in a wide ranges of fonts and styles
❑ Automatic image registration to create cel animation sequences
❑ Real-time zoon mode for detailed editing or viewing animations
❑ Load/Save images/sequences from Cyber Studio, Degas, Neochrome, Aegis Animator
❑ Multiple overlaid images - static or animated
❑ Special animation effects, with automatic intermediate view generation (tweening) on whole screen or selected area

System requirements: 1 Mb memory minimum. Order form on page 10

Continued from opposite page

If two adjoining pixels are shades of green the software will add a pixel which is a shade of green in between these two. This effect basically acts as an anti-aliasing tool. There is no actual increase in resolving power. For example the Polaroid PDC cameras have an interpolated resolution of 1600x1200 but the actual resolution is 1024x768. Since various Atari software applications programs can handle digital interpolation when required it's not a compelling reason to choose one of these machines. However I also happen to think the Polaroid is the niftiest looking of all digital cameras. So if you'd like to own a great looking space age device don't let me stop you just because it doesn't take great pictures!

What to look for

- Through The Lens (TTL). This means you are actually looking through the lens instead of through a separate viewfinder. It's often said there's no substitute for seeing exactly what you'll shoot but it's not quite as important as the propaganda would have you believe - a good viewfinder will work just fine. TTL remains a definite plus point but isn't the most important feature.
- Auto focus/Manual focus. Thinking back to last October there were no cameras offering manual focus. All auto focusing methods whether they bounce light off the subject or bounce high frequency sound are flawed. Although the benefits of auto focus are undeniable the ability to manually focus your lens can sometimes be a necessity. Without manual focus you have to accept you will miss some shots. Currently there are quite a few cameras which offer manual focus override and most professionals would find it hard to do without this feature.
- Optical viewfinder. Insist on one. Don't consider cameras that do not have this capability. If a salesperson tries to sell you a camera with only an LCD screen do us all a favour and set them straight!
- Multiple Images. This is another feature that wasn't available last October. Digital cameras can take as much as 15 seconds between shots to reset the elements. Many models now offer a burst mode which can take as many as five shots in two seconds. Obviously how useful this capability will be depends on your needs.
- Detachable Lens. A feature highly acclaimed in the advertising brochures. It means just what it says you can detach the lens from the camera and place it remotely. Question whether you'll have any use for it.
- LCD screen. Just about all cameras now come with an LCD screen to examine the images. Make sure your choice allows you to delete individual unwanted images - some models only allow you to deleting everything!

ATA FLASH
128MB
PCMCIA CARD

▲ Typical PCMIA card

Before closing this report I should add that I purchased an Olympus 600L camera around nine months ago. Its highest resolution is 1280x1024 and it's already obsolete! I'm not about to replace this machine which works fine but many of the limitations I'm warning you about are inherent in my camera. The colour fidelity is excellent, and for all practical purposes images I print are indistinguishable from conventional photographs. Though it now costs around half what I paid for it I have no regrets.

It's also worth bearing in mind many of the features which hinder conventional photography will hinder digital photography. But in some ways we have to compromise due both to the cost of these machines and the relative youth of the technology. ○

If you've taken some digital photos and manipulated or otherwise processed them via an Atari system we would love to hear from you, and, maybe, publish any suitable ones in future issues of the magazine! Contact us via the usual points

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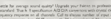

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"If there is one single utility program on the Atari that could be labelled essential, it must be NVDI The installation process is quick and easy.. You'll love the way the operating system seems to turbo-charge itself..." Computer Shopper March 1999

"Programmers get over 50 new VDI calls All-in-one release, excellent printer support." Atari Computing 95% February 1999

NVDI price still only **£59 95** Upgrade from v3 or 4 **£29 95**
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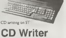
Please return disks and manuals to our Windsor branch for upgrades



CD writing on ST

CD Writer

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"It's difficult to fault a program that does exactly what it s supposed to do CD Writer is one such program" Atari Computing awarded 80% February 1999

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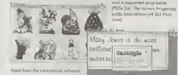
(Call 01753 832212 for upgrades)

ATARI WORKSHOP

Mark Wherry and Matt Burton look at the FaST Club's CD-ROM series...

FaST Club CD#1

This CD-ROM is equipped with a full copy of Gemulator 98 v4 8 the commercial Atari emulator (v4 6 scored 88% in AC#5) and includes a detailed printed manual All you need to supply is a copy of TOS which you can extract from your real Atari machine using the supplied utility A full copy of Imagecopy 2 is also included which takes care of image handling There's not much to say about this excellent graphics utility which hasn't been said before and although the current version is currently at v4 1 this version serves as a good introduction to the product



Apart from the commercial software the biggest attraction is the inclusion of the majority of FaST Club's PD library 500Mb of one of the highest quality and best organised libraries ever collected The only downside is like the original disks everything is archived which precludes browsing

CD#1 is aimed squarely at Atari enthusiasts switching to the PC platform and with the titles individually totalling in excess of £650 this first FaST Club release stands on its own and stands extremely tall

Mark Wherry

Fast Club CD#2

This collection includes Imagecopy 4 1 bundled with Textstyle along with Imagecopy 2 a collection of fonts in various formats and a huge GIF compilation I almost felt guilty paying just £9 99 for this at ACC'98!

The major thorn in the side of this CD-ROM is that although files are grouped together you need the printed catalogue or one of the catalogues from CD#1/CD#3 Despite Imagecopy's excellent image cataloguing features I still feel a decent catalogue of the images and maybe the fonts is needed

The clipart section contains something for every occasion it's just finding it that's the problem! There is a section of web graphics which contains loads of buttons and stuff like that more than enough to knock up a home page

Imagecopy hardly needs introduction as THE Atari image converter In most cases you won't need any other software to view convert and print images I can confidently say it's worth buying this CD ROM for Imagecopy 4 alone I just wish it supported progressive JPEGs [Ed The current Imagecopy public beta release (v4 2b1 Plus) does)

Textstyle is also a useful program which is great for creating headings which can be loaded into Papyrus used in ST Guide hypertexts and so on

Matt Burton

FaST CLUB CDs

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http //www cix co uk/~stclub/

Cost

Printed Catalogue		£ 2 95
CD#1	RRP	£39 95
CD#2	RRP	£29 95
CD#3	RRP	£19 95

Ratings

Matt Burton	CD#1	90%
Mark Wherry	CD#1	96%
Matt Burton	CD#2	70%

SECOND OPINION FaST CLUB CD#1/CD#3

This CD ROM contains the entire FaST Club PD library and a copy of Gemulator 98 which suggests it's aimed at semi retired Atarians who have moved over to a PC

The contents are broken down into directories and catalogued in HTML and three column MS Word format (Boo!) The MS Word document is identical to the printed catalogue which available separately if you feel the urge

Unfortunately there are not many programs on the Atari platform that can import MS Word documents so you're left struggling with the HTML version [Ed The FaST Club have since added an ASCII version]

I'll forgive them because the PD library without Gemulator and Imagecopy 2 is available as CD #3 for a lot less money which is quite nice when you think about it for long enough

CD#1/CD#3 includes a good mix of software and it's all in English at least I haven't been able to find any foreign programs yet! This is just as well because my D in GCSE German isn't quite up to the task and translation programs don't always do a brilliant job

The files are compressed which isn't such a drag if you use the catalogue because you always know what files you are looking for and the de compression software is provided

The content includes some recent material along with classics and a significant proportion of ropey and old programs including an excellent collection of seedy text adventures including On The Pull and Snatch and Crunch which provide a good laugh on a rainy day There's also an enormous quantity of colour and mono clip art which I'm sure DTPers will find useful

The attraction of CD-ROM collections like this one is value for money on a cost per-file basis Using this criteria the FaST CD#1/CD#3 is a valuable asset to have around

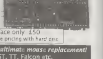
Matt Burton

New Atari Hardware Products from Mario Becroft...

IDE Hard Disc Interface

The tidiest hard disc solution!
For ST, STE and Mega ST

Fits entirely inside computer with 2.5" drive
No external cases or cabling to worry about
Also has plug for 3.5" and 5.25" drives and CD-ROM.
TOS 2.06 supported for booting from IDE drives
Easy plug-in installation for STE version.
ST(FM)/Mega ST version requires some soldering
Supports up to 2 IDE devices connected at once
Comes with driver and partitioning software



Interface only £50
Enquire pricing with hard disc

Serial Mouse Interface

The ultimate mouse replacement!
For ST, TT, Falcon etc.

Connects almost any MS or PC serial mouse, trackball
or touch pad to the Atari. (Also supports Amiga.)
Plugs into Atari mouse port - no special drivers
Third button double click feature
Special click & hold function on Genius Netmouse

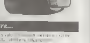
£19

VGA Monitor Adapter

The best monitor replacement!
For ST, STE and Mega ST(E)

Connects most (S)VGA monitors to the Atari
Replaces an Atari high res monochrome monitor
Works with large screen monitors or projectors
Simply plugs into the Atari monitor port

£15



Coming soon...

PC AT keyboard and mouse interface [illegible] with serial mouse and Atari mouse support plus other [illegible] features. Throw away that spongy Atari keyboard!
Also in the early stages of development, the ultimate ST upgrade - fast CPU accelerator, high resolution colour graphics and more. More news as development progresses!

Shareware software...

Currency Converter - change values [illegible] pressing a button [illegible] automatically [illegible]
GEM Pacman [illegible] GEM [illegible]
Manoeuvre [illegible]
Text Analyser - analyse text [illegible]
UK [illegible]

UK Distributor: Abingdon Synthesis Projects

***Phone** 01235 534152* ***Email** chris@zetnet.co.uk*
40 Evelin Road, Abingdon, OXON OX14 1JR

Other Overseas Distributors:

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Tel (416)533 0504
anarkist@direct.com

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Daggskimmer [illegible]
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ac.green@tas[illegible]

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Texel 10
[illegible]P Utrecht

[illegible]casen[illegible]

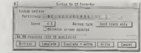
Mario Becroft
Tel/Fax.: +64 9 412 9700
Email: mb@tos.pl.net
WWW: http://www.pl.net/~mario/
PO Box 332, Kumeu, Auckland 1250, NEW ZEALAND

Don't hesitate to contact us - all enquiries welcome!

CD Writer Plus/ CDbackup

COMPACT
disc
Recordable
ReWritable

Shiuming Lai dusts off that re-writable CD he bought many moons ago...


Backup to CD Recorder

Backup options

Partitions: B E F G H I J K L M N O

Speed: 4 X

Backup type: Used space only

☐ Minimise screen updates

64 MB required (228 MB available)

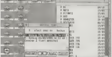
All too often it's taken for granted some of the things the ST can do, since, in relative terms, it's a powerful machine. Just try graphical web browsing on a 1985 vintage PC, you can't - or 2x speed CD writing like the ST does, make sure it's no less than a 100MHz 486

"What?" Is the invariable reaction of the ignorant and prejudiced when one mentions CD writing" and ST in the same sentence Of course we know better and Anodyne Software scooped two 90%+ scores for its ExtenDOS Gold and CD Writer Atari CD ROM products last issue

While these were being snapped up by eager enthusiasts work was already nearing completion on the next logical product a CD R data back up program The name is CDbackup It's not available as a stand-alone product only as part of the CD Writer Plus package which includes CD Writer for audio and CDbackup for erm, backing up Existing owners of CD Writer will be able upgrade to the CD Writer Plus package to get the full functionality CDbackup (the data part of CD Writer Plus try not to get confused!) is the first Atari CD ROM product to use the rewriting feature on many modern CD writers such as the Yamaha CRW 4260 and 4416 series This presents some people with a dilemma should you wait for SoundPool to add CD RW support in CDRecorder or should you wait for Anodyne to add full Red Book audio mastering to CD Writer? Read on and judge according to your requirements

The primary purpose of CDbackup is to store entire hard disk partitions this is achieved by simply selecting the desired partition(s) and whether you want to record the entire partition or reject any redundant space for maximum economy Once written the sessions are seen by TOS and its associated applications in the usual way To do this you need the latest version of ExtenDOS Gold (v3 1) because the active session needs to be manually set A small drawback for a lot of convenience For extra security there is a back-up validation feature available which performs a bit image comparison of the CD and hard disk

Where CDbackup scores over SoundPool's CDRecorder is its ability not only to write to RW discs but also to erase them At the moment it's very simple and erases the entire disc individual sessions can't be deleted Similarly the writing function doesn't allow selective file writing like CDRecorder (unless an entire partition is set aside as a compilation area then back that up) so SoundPool's product remains the better choice for data CD creation Anodyne's software will however recognise any sessions written by CDRecorder giving the best of both worlds ◯



▲ Access back up sessions from the desktop just like a normal CD ROM

EXTENDOS GOLD 3.1 NEW FEATURES

- Support for 68040 CPU cache
- Increased use of alternate (fast) RAM
- Added support for CDbackup component of CD Writer Plus to allow back ups to be viewed from the desktop
- CDaudio now blocks menu-dropping during recording which previously caused drop outs
- Added Session CPX to manage the different sessions on a CD

If you already have ExtenDOS Gold 3 0 and access to the Internet you can download an update from Anodyne's web site otherwise return your disk and manual to System Solutions along with a £5 fresh up fee plus £3 95 P&P

CDbackup

Publisher. Anodyne [illegible]
Email anodyne@cyberus [illegible]
http //www cyberus ca [illegible]
UK distributor System S[illegible]
Tel +44 (0)181 693 3355
Fax +44 (0)181 693 6936
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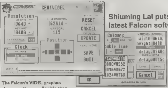
Fax +44 (0)1753 830344
Price £TBA
Requires TOS 1 4 or above (also tested with MiNT v1 08 and v1 12 Magic 2 to 6 and Geneva 3 to 6) ExtenDOS Gold 3 1

High VIDELity

READER DISK 13



Width 0640
Height 0480
Horizontal 62814
Vertical 119
delay.0240s
delay.0015s
0640*0480
0800*0592
0896*0672
1024*0768

Shiuming Lai puts the squeeze on this latest Falcon software video extender...

POWERED BY

The Falcon's VIDEL graphics chip is vastly more flexible than the ST's system, although using standard GEM you wouldn't know it. We've now seen a number of programs which prove this by squeezing extended resolutions out of GEM without additional hardware

CENTEK s screen management software is one of the most simple and elegant yet give it a try Some modes are designed to be used with CENTurbo II like the colourful 16 bit/pixel in 640x480 which requires a faster video clock Unaccelerated Falcons can still benefit from 800x592/52Hz in up to 256 colours (don't sit so close to the screen as a larger proportion of your more sensitive peripheral vision is exposed to the CRT and you'll notice the drop in refresh rate) and enormous virtual screens with smooth scrolling

Rather than invisibly patching the system so the displayed settings actually map to something else or using some other convoluted method a new front-end tells you exactly what's happening There are two parts an AUTO folder program CENTScreen (CNTSCRN3 PRG) which calls up a new Video settings dialog with a more sophisticated control panel (but you can still use the old one by holding down [Alternate]) and CENTVIDEL (CENTVID3 APP) lets you design custom resolutions and save the parameters to the VIDEO DAT library on your boot partition It's an absolute doddle to use ○

Attack of the Mutant Penguins

Mutant
JAGUAR

Slimy green aliens picked up our TV transmissions and decided to infiltrate earth disguised as penguins They soon realised their mistake and after a hasty rethink disguised the penguins as humans - which didn't work either so the fight is on

Like the convoluted plot this lemmings with attitude style game isn't easy to get a handle on but after a few plays and a quick re-read of the manual everything falls into place and you've got yourself an excellent strategy cum shoot em up which will keep you coming back for more

The main feature on every level is a Doomscale a giant pair of scales one side attracts good penguins the other side alien penguins Your character Barnard or Rodney must hinder the alien/mutant penguins while at the same time letting the good penguins through to stop the scales triggering the doomsday button which finishes the game The number of aliens attacking each level is displayed at the top left of the screen and when the counter reaches zero you've completed the level

If you'd rather have a never ending battle you can select from four pandemonium levels and the aliens will keep on coming

To help you there are the good penguins weapons powerups bonuses player bridges glue dynamite coin switches machines and gremlins

The splash screens are well drawn the in game graphics and animation is mostly excellent (with momentary glimpses of a previous gaming era) and the sound FX are unobtrusive yet appropriate

There's a peek mode which you can use to nose around the level figuring out where everything is before the action starts The high score game settings and highest levels are stored in the cartridge even with the power off

Jonathan Adams

ATTACK OF THE MUTANT PENGUINS

Supplied by The Console Centre
Halifax Road Birchencliffe
Huddersfield HD3 3BS
Tel/Fax 01484 544528
Email morgan magee@cablenet co uk
Requires Jaguar console
Pros Mostly excellent graphics tutorial mode first time new feature encountered involved gameplay or shoot em up action longevity
Cons Steep learning curve 89%

89%

The Great Escape

Joe Connor takes the escape committee through the various connecting cables which enable your machine to infiltrate a standard PC case...

Abingdon Synthesis Projects (ASP) have specialised in helping Atarians make the right connections for some time now If you're thinking of upgrading or recasing your machine they have all the elusive connectors you'll need

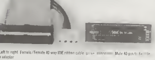
PSU-Burster

This selection of connecting cables is available for all the various Falcon Mega STe, ST STF STFM STe and MegaST models and enable a standard PC (AT form factor) Power Supply Unit (PSU) to be used to power an Atari motherboard directly

PSU-Burster cables are perfect for recasing systems in PC Tower or Desktop cases and for anyone using a SCSI-Burster system to remotely power the Atari from the SCSI-Burster host case. No modifications are required to either the motherboard or the PC PSU

▲ PC power supply to Falcon motherboard connector

▲ PC power supply to Atari ST motherboard connector



▲ Left to right Female/Female 40 way IDE ribbon cable power connector Male 40 pin to Female 44 pin adapter

▶ Standard power connector splitter and fixing screws for IDE device

IDE-Burster

This series of internal fitting IDE converters enables 3 5"/5 25" IDE devices to be used with the Falcon s IDE interface Several types allow for the use of either one or two 3 5"/5 25" drives including CD-ROM s using suitable driver software (an easy to install Metados kit is bundled with CD ROM devices)

It s also possible to fit a 3 5 IDE drive inside the standard Falcon case (for anyone currently without an internal drives or wishing to upgrade) however it is a tight squeeze in there so it s worth asking ASP for their advice sheet which explains how to perform this procedure

Another converter enables one 2 5" and one 3 5"/5 25" device to be used which can be used to add a CD-ROM to the IDE bus when recasing We also understand it s possible using the latest version of HD Driver to install a LS120 Superfloppy device functioning as Drive A inside the standard case instead of the original floppy drive

ASP can also supply 2 5 IDE and SCSI hard drives and CD ROM devices along with hard disk mounting kits for PC cases and offer a complete upgrade service details available on request ⭘

IDE-BURSTER & PSU-BURSTER

Supplier
Abingdon Synthesis Projects (ASP)
ASP 40 Evelin Road Abingdon
OX14 1JR England
Email chrisc@zetnet.co uk

Cost
PSU-Burster £6 50 including P&P
IDE Burster £6 50 including P&P for basic converter other options cost extra Prices of other components available on request

Pros All cables supplied with detailed instructions

Cons A catalogue detailing everything available would be useful.

Falcon computing with GT performance

Full 32-cylinder
3,000,000,000 RPM
1:1 drive transmission ratio
Enhanced cockpit view
128-litre fuel load

When will you drive a CENTurbo II?

Mastery of control. You know how to handle a Falcon, but when will it catch up with you? **Fact:** Your machine's powerplant is only realising half its potential. CENTurbo II replaces it and revs over three times faster, tearing off twice the workload each cycle. **Sounds good already.** It gives your programs room to breathe, goodbye to Out of memory blues, enter improved graphic definition (make more sequencer tracks and spreadsheet cells visible), and extra-rapid digital signal processing. **Precise handling.** Enjoy speed without any ill side-effects, CENTurbo II is exceptionally stable. Featuring a high quality PCB with EMI protection, clean digital audio playback and robust SCSI data transfer. **Put pedal to metal.** Life is too short to wait, drive a CENTurbo II now from only £229

System Solutions

COMPLETE WITH CONVICTION

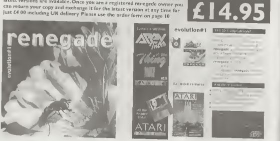
CENTurbo II requires good technical skills to fit. Fast RAM is essential for turbo. Add £69/32Mb, £129/64Mb. All prices include VAT. Add £10 for carriage in UK mainland. E&OE. **Tel** 0181 693 3355 centek@system solutions co uk

This could be the only CD-ROM you'll ever need...

**We're delighted to announce the launch of our renegade CD-ROM
In addition to the full versions shown on the cover shots below there are also full versions of Edith Pro, Two-In-One and Adresse which adds up to a total worth in excess of £100!**

Unlike most other CDs renegade will be constantly updated to ensure the latest versions are available. Once you are a registered renegade owner you can return your copy and exchange it for the latest version at any time for just £4.00 including UK delivery. Please use the order form on page 10

ATARI
COMPUTING
£14.95


renegade
evolution#1
Complete versions
Atari Tracker
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v2.5
Kandinsky
All the Reader Disks!
ATARI
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Exclusive releases
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This CD is upgradeable!
renegade
renegade
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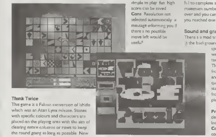
disc

More fun for your Falcon!

The Mad Butscher/Foundation Two takes a look at a bundle of Falcon gaming joy...

Claus Luts now offer a games bundle containing his games Think Twice and World of Puzzle. Both games include a German manuals and help text but don't let that put you off - both games are easy to learn



Think Twice

This game is a Falcon conversion of Ishido which was an Atari Lynx release. Stones with specific colours and characters are placed on the playing area with the aim of clearing entire columns or rows to keep the round going as long as possible. New stones can be placed adjacent to other stones only if either the colour or the character matches ALL the adjacent stones. It's easier to give it a try than it is for me to explain and after a couple of minutes you'll be hooked anyway so there's really no need to read the help files! An ST version may be released if there's enough interest.

Sound and graphics

After loading there's a nicely animated figure which jumps up and down and to the right there are options to select between starting the game or checking out the high score.

The background images for all screens are excellent and the stones are colourful but some elements are a little bit too simple and could easily be changed. For example using a font other than the standard ST Font in the game and changing the mouse cursor wouldn't take much work. Sound is only played when viewing the splash screen and it's an appropriate melody which suits the game and didn't get on my nerves.

Pros It's positive to see fun games programmed for TrueColor resolutions, simple to play, fun, high score can be saved
Cons Resolution not selected automatically, a message informing you if there's no possible move left would be useful!

World of Puzzle

As the name suggests it's a puzzle game, a tile puzzle game to be precise. A muddled up picture is displayed and it's your task to reconstruct the picture. Tiles are moved by choosing two tiles at which point the two tiles swap places. It's a similar concept to VidGrid on the Atari Jaguar which displays moving video instead of still images.

On completing a picture the next (level) picture is displayed. There's a maximum number of moves for each level but they're set fairly high to start with so most people should have no trouble progressing through the early levels.

The pictures are a mixture of photo realistic images and cartoon style art and the game alternates between the two on starting each new level. It's certainly more difficult to complete the photo images than the cartoon images so progressing to a new level after completing a cartoon is always a challenge. Before you start puzzling the degree of disorder can be selected and you can view a mini version of the source picture to check your selected disorder factor is acceptable. After you complete all the pictures, or you fail to complete a picture inside the maximum number of moves, the game is over and you can enter your high score - if you reached one.

Sound and graphics

There's a mod track playing continuously in the background and although not spectacular it does its job well enough and it can be turned off if desired. The graphics are taken from a picture CD ROM and are of consistently high quality. Again the use of the standard ST font detracts from the otherwise pleasant user interface.

Pros Motivating level design, saveable high score, lots of pictures/levels
Cons. Status bar and menu could be improved graphically, resolution has to be manually selected

Outro

Although neither game is based on an original concept they're both fun and offer relaxing entertainment with that just-one-more try factor. ○

THINK TWICE& WORLD OF PUZZLE

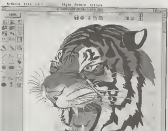
Publisher Claus Luis Bahnhofstr 50 34431 Marsberg, Germany
Price 20 DM (around £7.50)
System
Think Twice: Falcon 030 running 320x200xTrueColor resolution
World of Puzzle: Falcon 030 running 640x480x256 resolution

Ratings

80%	Overall
82%	Think Twice
75%	World of Puzzle

ArtWorx v2.0

Mark Wherry previews ASH's vector based art package...



I remember being told in art lessons not to use a ruler for drawing and I quickly figured out I couldn't draw to save my life However, using tools even I can produce worthwhile results and vector art packages like ArtWorx are amongst the best tools available

Bitmap versus vector

There are two types of graphics packages available Those that work with bitmap based imaging and those that work with vector based imaging With bitmap graphic formats like IMG GIF JPEG TIF and so on the graphics are stored by recording which colour each pixel is within that graphic

The alternative is to use a vector based system where the graphics are created by describing objects For example if we wanted to draw a filled red square at the co ordinates 100x100 that is how the package would record it In this way the graphic becomes system independent and the graphic will always be drawn and output at the best possible resolution on any particular system

The big advantage vector based art offers is that every object remains independent and can be moved and resized at any time without any loss of quality The downside is it that recording details down to the pixel level isn t really practical

More product

The Atari platform has always been well served with vector graphic packages with commercial offerings such as EasyDraw and DA s Vector and excellent shareware alternatives such as Kandinsky ***[Ed There's a full version of Kandinsky on the renegade CD-ROM]***
ArtWorx presents a modern enhanced GEM interface with a polished ST Guide hypertext written by Gotz Hoffart (in German) who also looks after the documentation for Texel and other apps

ArtWorx runs happily on a 1Mb ST in mono resolution right up to my Apple G3 machine running MagiC Mac in TrueColor resolutions

Each document contains toolbars to select drawing tools and common controls such as clipboard printing and disk functions All the dialogs are non modal which means they can be left open on the desktop and deployed using the Apply button For anyone with enough desktop space to leave dialogs open this method of working is much faster than opening and closing dialogs after each operation using the normal OK and Cancel buttons

Sadly there s no BubbleGEM help but there is a single line help prompt in the document window which changes as the mouse passes over the toolbox icons It s a lot better than remembering what each icon does and you can refer to the hypertext for more detailed explanations

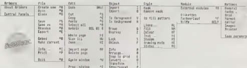
ArtWorx is certainly a showcase package for the OLGA protocol It provides all the basic features I ve covered in the Inside GEM mini series along with a full inplace drawing client architecture This means the graphics ArtWorx displays can be embedded in other applications and deserves an article in it s own right, so that s exactly what we ll do in a follow up article

Features

ArtWorx is a mature and stable program boasting an impressive feature set and it seems a shame there still isn t an English release although as you can see from the screenshots TransAction have got an English version up and running

Loading up the supplied example files I couldn t help but be impressed the tiger and Porsche images are stunning!

All the drawing tools you d expect to find to construct lines rectangles circles ellipses curves text and so on are present and intuitive to use There are also some useful tools for drawing triangles parallelograms and polygons The polygon tool displays a popup menu to select the number of sides and the polygon can then be drawn at the required size


ArtWorx
Artworx
About ArtWorx
Control Panels
File
Create new ^N
Open ^O
Close ^U
Save ^S
Save as ^M
Abandon ^N
Export ^E
Embed ^B
Make current
Info ^I
Print ^P
Quit ^Q
Edit
Undo
Cut ^X
Copy ^C
Paste ^V
Select all ^A
Delete DEL BS
Whole page
Size 1:1
Zoom
Import page
Delete page
Cycle window ^W
Prop. sizing ^Z
Layers
Object
Import I
Export O
To foreground V
To background H
Group G
Ungroup Z
Lock S
Unlock F
Info
Arrange
Snap to grid E
Convert U
Transform T
Step/repeat P
Linking
Style
Mask
Remove mask
As fill pattern
Lines
Fill
Colour
Text
Shadow
Drawing mode
Status
Module
External modules
Etiketten
Farbverlauf ^F
Hilfe HELP
Options
General
Paths
Grid
Format
Editor
Images
Printer
Save parameters

More options than you can shake a sable brush at!

Import and export formats

ArtWorx can cope with an impressive array of file formats which is always useful when dealing with other packages and platforms

Import from

CVG Calamus vector graphic (1 09n and SL)
CWG - ArtWorx vector format
GEM GEM metafile (as used by Kandinsky amongst others)
WMF - Windows metafiles (including EMF)
AI? Adobe Illustrator
EPS
IMG - GEM-Image raster graphics
TIF TIFF format (via bundled external module)
PNG Portable Network Graphic rumoured GIF format successor
ASC ASCII text
PS Postscript (via external commercial module available separately)

Export to

CVG AI? CWG GEM EMF EPS pure EPS format (which can include raster graphics) CWG, GEM AI? ASC PNG TIF (via bundled external module)

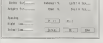
Converting text to Bézier curves works notably better than Kandinsky and it is necessary to do this if you want to alter the text. Plenty of transformation options are provided for altering objects and these have been neatly implemented in a single dialog A list of functions is provided and choosing one reveals any user input panels which offers the user fine control over the operation being carried out

As you'd expect there's a configurable grid with snap to grid abilities along with a feature to snap individual objects onto the grid even when inactive if desired which can be useful

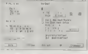
From this release ArtWorx supports layering Up to 32 layers per page can be assigned and controlled from a non modal dialog which includes all the usual options you'd expect to manage the construction of multi layered drawings

Modules

ArtWorx is a modular program which offers a plug in architecture enabling third parties to add features to the package There are modules providing extra functions including some of the file format support routines and some more advanced modules which feature their own entry in the Modules drop down menu


Labels
Dimensions
Number
Margins
Width
Columns
Left
Height
Rows
Top
Spacing
Right
Below
Cancel
OK
New

There's a label creation module (which incidentally may be of relevance to the label printing discussion in recent Suggestive Remarks columns) which displays an options dialog then creates a new ArtWorx document the size of a single label Once the design is finalised they can be output using the Print button in the label module dialog


GRADIENT
Info

The most exciting module is a custom colour run and gradient fill creator The module is a separate commercial product programmed by Manfred Lippert who is also credited as co-conceiving ArtWorx and author of the jinnee desktop The light version bundled with ArtWorx is still capable of creating gradient fills between two colours The are various user definable options along with the ability to load and save preset gradient schemes three examples are included

Pseudo DTP!

ArtWorx has the capability to import text from an ASCII file into a text frame formatted in any font available to the program Although ArtWorx wasn't designed for DTP and doesn't offer features to run text around images it's still feasible to design simple multi page documents entirely within ArtWorx

Conclusions

ArtWorx should appeal to anyone creating illustrations and with its OLGA, GEMScript and plug in support it's at the cutting of GEM development

I really like ArtWorx v2 0 is the eighth revision since the original release and it's rock steady I haven't even experienced any glitches let alone a crash

Although ArtWorx isn't in the same league as Adobe's Illustrator or Macromedia's Freehand it also doesn't carry their hefty price tag If System Solutions can get an English release into the marketplace at anywhere near the German retail price it really will be a bargain ◘

mark@ataricomputing com

ARTWORX v2.0

Author
Christian Witt
Publisher
ASH http //members aol com/ashinfo/
UK Distributor System Solutions
Tel +44 (0)181 693 3355
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Info software@system_solutions co uk
www system solutions co uk/cafe/
Cost 99 DM (around £36)

Pros
Excellent online hypertext wide range of file formats supported capable of professional quality results

Cons
BubbleGEM support would be nice

90%

SoundPool professional audio products let you gain control over every stage of your musical production

Creative thought is null and void without appropriate tools to help develop and eventually realise your concepts Empower yourself with the most advanced and complete set of audio products available for Atari computers to give your work the professional edge

Each item in the SoundPool range is carefully designed in consultation with professional engineers and musicians to enhance or take full advantage of the resources in your computer For example the MO 4 MIDI output expander gives an additional 64 channels in Cubase with the same unprecedented level of timing accuracy that keeps Ataris at the heart of many a professional studio On the audio side the Native DSP Mastering Suite harnesses the real time signal processing systems in the Falcon and Startrack high-end audio card for Hades Recording editing processing and mastering SoundPool supports your project from beginning right to the end

Take it from the experts

As the UKs leading authority in professional Atari music products we at System Solutions do more than shift boxes Our heritage is distinguished by an impressive list of clients from industry and academia. These close links together with in-house expertise, give us unrivalled specialist knowledge in this application area The resulting combination is expert advice and support to the end-user from product supply to installation and custom engineering We are

Digital audio and CD recording

Audio Tracker

8-track recording software with built-in mixer and digital effects processor designed to meet demanding real-life studio situations Audio Tracker generates and locks to MTC (MIDI Time Code) and allows MIDI remote control Suitable for video post production and an ideal companion for Cubase and Notator **Falcon/Hades £99**

CDRecorder 2

Exceptionally powerful and simple to use CD recording software Supports ISO 9660 ATARI DOS and mixed format CDs Also burns Red Book compliant audio discs complete with PQ data (such as pause duration track offset and ISRC code) suitable for use as duplication masters Professional features top value Atari Computing 89% **ST/TT/Falcon/Hades: £199** or only **£159** if bought with a CD writer drive

MO 4

Why compromise the very essence of your Atari's MIDI engine when looking for extra output ports? The MO 4 puts the competition in the shade its timing accuracy is second to none Includes power supply and data cable plus MROS driver for Cubase Plug in copy one file and go! **ST/TT/Falcon/Hades £149**

DA Workstation Rack

Take your Falcon on the road in this tough steel 2U rack housing The internal media tray can take a 3 5" IDE hard disk (much faster than the 2 5 in standard Falcons) or SCSI with additional kit plus the original 2 5" There is also room for a MO 4 FDI and CENTurbo II accelerator Serious power On the front panel is an Atari standard external keyboard socket for Mega ST(E) and TT keyboards **Falcon: £299 supplied and fitted, £349 with keyboard/Freekeys kit**

Audio Master 2

Stereo digital cutting and pre-mastering software for musicians producers and audio engineers who want to get the very best results from their recordings Scrubbing non destructive editing markers on the fly bar editing cross-fades in real time and more Audio Master can be expanded into a complete audio mastering workstation with optional DSP software processing modules **Falcon/Hades. £99**

Audio Master module packs

Spectral analyser	£139
6-band parametric EQ	£139
MIDI/sync	£99
Multi-dynamics processor	£139

SoundPool Demo CD

Hear the complete Native DSP Mastering Suite in action on a live recording Presented by Robert Schulze Lutum

DeNoiser

SoundPool's latest hot product makes a powerful restoration technology affordable to new users DSP-assisted real time noise removal with graphical analysis and intelligent noise discrimination DeNoiser works as a stand alone program and is already in use by professional studios When used in combination with the full set of Audio Master modules, old and worn analogue archives can be transformed into clean full bodied digital masters **Falcon/Hades: £149**

SPDIF

The Falcon Digital Interface (FDI) is your connection to CD players DAT recorders and MiniDisc systems supporting the S/PDIF format Exchange audio signals between outboard gear and computer completely in the digital domain Supports both electrical (coaxial) and optical (Toslink) connections for I/O plus on-board 44 1/48KHz sample clock compatible with all professional audio software such as Zero-X Cubase Audio and DeNoiser **Falcon: £199**

Also available Falcon ADAT interface S/PDIF patch bay SMPTE units

System Solutions

The source for SoundPool

For more information mail **soundpool@system-solutions.co.uk**

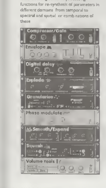
Sales line: 0181 693 3355
All prices include VAT Please add £10 for carriage in UK mainland E&OE

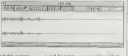
Squash it!

ACC '98 saw the launch of Electronic Cow's intriguing new digital audio tool. Shiuming Lai feeds it some sound slices...

Some people visited ACC '98 specifically to get their hands on a fresh copy of Squash it! Most of us have seen the advertisements, a swish interface modelled like professional studio rack equipment, loaded with enough knobs, buttons and sliders to keep the most fidgety techno-freak happy. Now, the PC world is loaded to excess with fashionware. As hapless migrators to Cubase VST discover, flashing lights and pretty colours are one thing, an accurate MIDI sequencer is another - which begs the question, how does Squash It! balance between aestheticism and utility?

Prepare for a twiddle fest. Squash it! is the Atari sound designer's Swiss army knife, boasting some 40 processing functions for re-synthesis of parameters in different domains, from temporal to spectral and spatial, or combinations of these.





Once the disks are removed from the box disguised as a cow (I guess this is the type that produces milk in cartons), installation is as simple as copying the files to a hard disk partition or a floppy disk configuration is possible if so desired, and typing in your name, address and registration number. Don't forget to return the registration card to qualify for technical support and upgrade news.

Load the program and it presents a sample wave viewer, empty of course. A few buttons along the top give control over channel selection (L/R, stereo), block markers, zoom, sample draw mode and other minor attributes. Zoom precision goes right down to single sample, up to 585 of which can be displayed at once. The scroll bar is a constant size and only position relative, and while the tiny view range display is not to be scoffed at, I would have preferred a time base grid option as well. Oh, and not to mention a song position pointer.

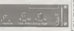
Most features are operated in rack mount style panels, each with its own thermometer progress bar. They can be positioned anywhere on the screen as if they are windows, by dragging with the cursor, or reduced to a small bar to alleviate clutter, easily possible in mere ST high resolution or VGA. On the other hand, lucky TT owners with large ECL monochrome monitors will simply love being able to have all the processing modules open at once.

Occasionally a non modal dialog box pops up or other such conventional interface techniques employed. Thoughtfully, the panels are colour coded according to function category, and the dials can be turned faster by holding down [Shift]. When this key is used for setting a numerical input field it can be combined with [Control] and then [Alternate] to magnify the increment step by a further 10 and 100 fold respectively. Good attention to detail there.

Many common effects are available including digital delay, gating, ratio/threshold compression and harmonising. There is low and high-pass frequency filtering, both with variable roll-off. Band pass and notch functions are unfortunately not available but there are two choices of comb filter, FIR and IIR.

Overlay mode works in conjunction with the clipboard, with three types of modulation - amplitude, filter and ring, plus variable cross fade, normalised mix (sources both scaled down by 50%) and summation. Enhanced block manipulation includes overwrite and insert modes, just like a word processor, and an excellent automatic crop facility for discarding any redundant space before and after the sample. A real boon for those already skilled and fed up with repetition in this craft.

More unusual effects are the foundation of Squash it! Bored with the low noise of your Jam OUT box? Grunge up those pristine digital sounds with the Erode module, add vinyl crackle and low frequency hum, variable up to 50Hz for simulating mains interference (where's 60Hz for the US market?). This module is



▲ Also apply a low pass filter for an authentic warm analogue mellow sound like a SoundPool DeNoiser running backwards! After considerable experimentation it crossed my mind I might want to apply this effect to a whole song alas Squash it! currently has no direct to disk capability a real pity so the more RAM the better

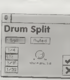
A set of logic filters performs bit wise operations on audio data. Binary arithmetic shifts wraps and general digital origami applicable to both time and amplitude domains Some potentially strange effects are possible but the manual also gives hints on more practical applications such as click removal and phase correction Waveform diagrams abound help convey some of the trickier topics a professional touch

Electronic Cow followers will know of Snippit Synth the granular synthesiser Squash it! can take an existing sound and re-order the grains according to user-defined grain numbers amplitude weightings and actual grain separation method (gated or sliced) Exotic new rhythms can be generated from percussive loops sometimes More usually like some of the other esoteric processing functions music is mangled beyond recognition You'll only be disappointed if you expect a function to re synthesise a composition (difficult with audio as opposed to sequencer event data) rather than the audio signal it's represented by The way to view these tools is as a means of producing new sounds In one case I processed some drums and ended up with a microphone wind rumble followed by white noise crash cymbal and electric guitar glissando An innocent FM bass synth note in a separate incident came out as mostly junk but right at the end was a brilliant pinball flipper noise Wild!

Lateral thinking

What would happen if an image processing algorithm was applied to a digital sound? Squash It! will allow such a thing and it's not as far out as it may seem Think about it numbers on their own are meaningless they can be pixel colours or sound wave amplitude values so it's no big deal to interchange transformation rules between them The computer will still happily process the data though the results are usually somewhat less reserved A choice of five processes all adapted for audio is ready to wreak havoc on your samples

Mirror is a more advanced form of sample reversal which allows an offset to be defined as the point of reflection Imagine being able to place a mirror at any point along the sample and facing either way

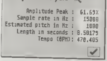


▲ Automatically chop up drum loops and export as individual samples with corresponding MIDI file

Mosaic like on television when a person's visual identity is concealed by a pixellation hot spot this function does the same to audio effectively lowering the resolution thereby forming audible square wave characteristics Also removes attack from drums so they sound like those scraping synthesised efforts in many an old ST game Progression of technology indeed!

Blur suppresses high frequency content so detail is not as sharp hence blur Posterize can give the noise floor a small polish and performs a similar function to Mosaic

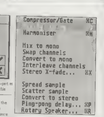
Smear: works in a similar manner to a linear interpolation filter The result can sound like a more severe Blur with hints of Mosaic



```
    Amplitude Peak :  61.69%
  Sample rate in Hz :   15000
Estimated pitch in Hz :    1000
  Length in seconds : 8.50179
        Tempo (BPM): 470.405
```

Sample analysis

Basic statistics about the sample include tempo in BPM I found it produced results almost identical at least to the nearest whole number as Zero X very reassuring Knowing the amplitude peak would be slightly more useful if its position was also displayed Very demanding engineers could well find the general precision and scope of data analysis insufficient but at this price level there's little case for complaint especially considering the wealth of other detail

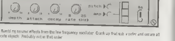


▲ More than enough to be going on with anyone for a game of Ping pong then?

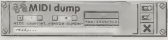
Portability

Numerous sample formats and both 8/16 bit resolutions are accepted for file import and export and MIDI transfer takes care of communication with your sampler Acquiring live sounds from within Squash it! is not possible even on a Falcon Arguably it's not a sample editor like Zero-X and a recording facility would blur its processor distinction Still I can see this being invaluable during a live session so that's another thing for the wish list I want analogue input and support for the SoundPool FDI so I can drag audio off my CD player for the time being I have to make do with the slightly clumsy CD to disk export in my CD-ROM drive audio CD player accessory While on the subject use of an external sample clock as supplied from the FDI is required to hear CD audio at the correct speed

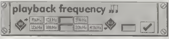
It would be great if Squash it! incorporated some DSP code to speed things along I found some processes unnecessarily sluggish on a standard Falcon Having said that many times for



▲ Rumbling seismic effects from the low frequency oscillator Crank up that sub woofer and secure all delicate objects Probably not in that order



Our old friend has another face lift



Plenty of frequencies to tune to!

other programs as well I acknowledge DSPs are not the easiest things to program perhaps some of the example code from Motorola itself and the public domain could be borrowed and/or modified for future updates Dare I suggest real time operation for performance use

One thing soon became a petty annoyance when monitoring from the Falcon's DSP port as one does to bypass the naff internal D/A. Every time a sample is played a small blip of digital garbage is appended to the front, making a clicking noise normally associated with the audio system being initialised on starting a program I can just about tolerate it in that situation but not regularly while using a program (it doesn't happen in Zero X which makes it all the more apparent) The effect is far less pronounced and more random when monitoring from the Falcon's headphone socket

There is also a perceptible sample triggering latency on the Falcon and on the ST there is more serious delay when 16 to 8 bit conversion is performed for sample playback I would be a little more lenient if only NED Player didn't do this in real time direct from disk

In some ways the decision of constraining the interface to rack panels is not entirely helpful because the sample window doesn't always give enough information The whole point of using a computer over traditional equipment is mainly to give a more visual method of working We lose the important tactile aspect but this can be compensated for like with graphical FFT analysis to aid filter setting Maybe one day

I've already heard murmurs of plug in (yuk) architecture from some quarters not an unreasonable request, because then third party effects could be released A modular approach is perhaps too early for now developer documentation is not yet available and there's a lot in there to explore already

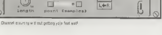
As it stands Squash it! is very competent for a first release and its STFM support, now standard in all of Electronic Cow's digital audio software opens up a great opportunity for more users

Replay quality is fair for the STFM definitely enough to allow some good results to be achieved because the program always works in 16 bit precision like some image processors always work internally with 24-bit colour depth regardless of what the host machine can actually display

Accurate monitoring is out of the question though - the STFM's background noise alone makes it sound like the Erode module is constantly running in the background

I'm running out of space

Top marks for the decent quality manual which is not only well presented but also written in a clear and accessible style. It doesn't intimidate or patronise showing only true enthusiasm and care for its subject Words can't do full justice to the power of this package I'm going to pester Electronic Cow to produce a demonstration audio CD it's certainly about time what with all the back catalogue of fascinating programs as well Otherwise take my word for it 59 quid well spent ◎



Channel crossing without getting your feet wet!

SQUASH IT!

Publisher
Electronic Cow
350 Broadwater Crescent Stevenage
Hertfordshire SG2 8EZ
Tel 0411 544133
Email electronic_cow@dial pipex com
http //dspace dial pipex com/
electronic cow/cownet shtml
Price £59 00 + £2 50 P&P

Requires
Any ST(e)/TT/Falcon 1 Mb memory minimum 640x400 (ST high) resolution or higher hard disk recommended

Pros
Sample playback on STFM disk undo buffer clear interface deep creative potential value for money maths co processor enhanced

Cons
No Falcon DSP or external clock support processing limited to data in RAM slightly awkward sample viewer

87%

Electronic Cow

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350 Broadwater Crescent,
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0411 544 133 or
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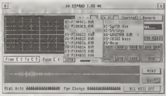
freisian-splattered audio
and MIDI software

Expand

Danny McAleer looks at this innovative software MIDI sound expander...

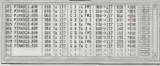


▲ Access all of your sounds from pop-up menus

Owning more than one Atari isn't quite the luxury it once was, which is no bad thing, considering all the great music software that integrates well into a multi-computer environment. One such example is Expand from Softjee, that can be used on a Falcon while you're MIDI sequencing using an ST.

In essence Expand is a software emulation of a MIDI sound expander (a concept all computer based musicians will be familiar with) able to play up to sixteen different parts polyphonically but with the added bonus of being able to replace the sounds at any time with samples of your own The actual number of notes Expand can play simultaneously is largely dependent on how many channels the DSP effects are active on and the quality of the samples used (a respectable 24 note capacity is cited as the maximum for standard Falcons) As a guide using effects on two channels with 16 bit samples at least ten note polyphony is definitely achievable before note stealing or audio glitches begin to emerge

Expand can be used straight out of the-box and there s a complementary disk full of multi sampled instruments to play with although it s much more fun to use your own samples. Both mono and stereo samples in AVR, AIFF or Windows WAV format are supported with no apparent limit on size When a sample is too big to fit into memory (or it exceeds the maximum allowable length set in the Options menu) Expand will play them direct from disk albeit only in a monophonic capacity but still multi timbrally and with no apparent playback delay



Sample	Velocity	Range Key	Range Vel	Pan	Tuning
001 PIANOC1 AVR	000 To 127	C 2 To F#2	000->127	008	+000
002 PIANOG1 AVR	000 To 127	G 2 To B 2	000->127	030	+000
003 PIANOC2 AVR	000 To 127	C 3 To F#3	000->127	060	+000
004 PIANOG2 AVR	000 To 127	G 3 To B 3	000->127	091	+000
005 PIANOC3 AVR	000 To 127	C 4 To F#4	000->127	115	+000
006 PIANOG3 AVR	000 To 127	G 4 To B 4	000->127	140	+000
007 PIANOC4 AVR	000 To 127	C 5 To F#5	000->127	165	+000
008 PIANOG4 AVR	000 To 127	G 5 To B 5	000->127	195	+000
009 PIANOC5 AVR	000 To 127	C 6 To F#6	000->127	225	+000
010 PIANOG5 AVR	000 To 127	G 6 To C 7	000->127	255	+000
011	000 To 127	[illegible]	[illegible]	128	[illegible]
012	[illegible]	[illegible]	[illegible]	128	[illegible]

▲ You'll encounter less pitfalls creating an instrument list than you would preparing a seating plan for antagonistic friends and annoying relatives

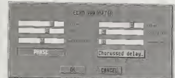
Pick your own...

Like professional MIDI sample playback devices Expand allows you to create multi sampled instruments sounds that combine many source samples mapped to either certain user-definable key or velocity ranges Expand actually offers a third method of portioning samples into instruments MIDI volume which is a tad unorthodox, but useful nevertheless By assigning different sounds to key ranges it is possible to sample the source instrument at many different pitches and avoid transposing too far away from the base-note (which can sound awful)

Of course you needn t set up a multi sampled sound at all as instruments can quite happily consist of just one sample These instruments can actually comprise a maximum of 128 individual samples (that s one for each available MIDI note!) which leaves Expand ideally placed to recreate multi sampled instruments and setting up drum kits or performance instruments conducive to live playing Key ranges and base notes (the sample s original pitch) can be manually inputted or more quickly set by pressing the appropriate key on a MIDI keyboard

Some general settings for instruments can be set using the Instrument Map window including relative volume and pan positioning (though these are also controllable via MIDI) and velocity/main volume zones Here as well as on the main panel samples can be added to the instrument by clicking on an empty location in the sound list

After allocating zones to each sample various performance attributes can be non destructively tweaked sound properties such as its amplitude shape over time velocity curves (this works by starting the sample playback at different points depending on the incoming note s velocity and is very effective for certain sounds) and auto panning all using a graphic envelope display Editing the various envelopes is done by simply picking up points on the shape and moving them around the x and y axes



▲ If you think this looks complicated you should see the reverb window!

Unfortunately looping samples in Expand is considerably more difficult since it relies solely upon the user setting two points numerically No automatic looping no visual aids just a system that stands as much chance of getting a good loop (unless of course you just want to use the start and end points but that's cheating) as winning the lottery

Instruments can be saved to disk optionally storing either all of the sample data pertaining to the multi sampled instrument, or just a list of file paths While the latter certainly saves lots of disk space you must be careful not to move or alter the samples (in terms of its file size) in an instrument, otherwise Expand won't be able to re load them at a later date

As well as saving individual instruments Expand allows you to store complete configurations in separate files so a whole bank of Instruments all the MIDI parameters and customised DSP effects can be quickly recalled for different songs and such like

Extra bits

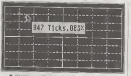
Expand even has two built-in real time DSP effects applicable to any number of the instrument channels Additionally both the reverb and delay algorithms are editable in such detail that it's quite possible to create other effects such as flanging early reflections double-tracking chorus, and so on The reverb effect has settings for pre delays effect depth and low pass filtering while parameters such as feedback modulation and decay times can be set for the delay effect Both algorithms also have a "phase" button which unsurprisingly phase inverts one of the two audio channels to give the effect greater stereo separation and sixteen user locations for storing settings

Astonishingly Expand can be run as a desktop accessory (a built-in memory manager in the Options menu limits the amount of RAM it allocates) and in this mode intercepts MIDI messages from Cubase and plays them as if Expand was an integral part of the sequencer Other functions in the Options pop-up menu include sampling rate (with a choice of preset Falcon and external clock frequencies) support for FDI/external 44 1/48KHz clock and a built-in MIDI volume mixer panel

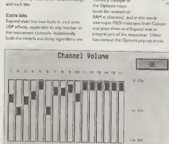
Using a Falcon running Expand with a separate dedicated sequencer (hardware or software) really is as easy as if it was a rack mount sound expander with impeccable MIDI timing and extensive MIDI controller compatibility (program changes pan volume pitch bend and other controller messages are all recognised by Expand)

Summing up

It's a measure of just how good Expand is that my only criticism is the rather plain interface some of the buttons and sliders look like they've been covered in cola. Expand has more fine points than a box of shiny newly sharpened pencils It's technically astounding infinitely useful and easier to get sound out of than the vicar's wife at coffee and biscuits morning ✪



▲ "Shape goes up shape goes down shape goes up " No matter how much you fiddle with it the envelope window won't break



▲ Expand's set of stiff sticky sliders to control your MIDI mix with

EXPAND v1.04

Publisher Softjee
47200 Longueville France
Email softjee@softjee com
http //www softjee com
UK Distributor Titan Designs
6 Witherford Way Selly Oak
Birmingham B29 6AX
Tel 0121 693 6669
Email info@titan bss co uk
http //www titan bss co uk
Price £44 95

Requirements Falcon030 4Mb RAM VGA/RGB and a MIDI keyboard or sequencer to trigger sounds

Pros Fully editable DSP effects complements Cubase wonderfully simple-to use excellent results

Cons Functional rather than sexy interface with a few fiddly bits difficult to loop samples

85%

Team Tap Troubles

Following a few false starts Xav finally presents construction details for his DIY Team Tap...

Firstly let me apologise for the omission of this column in recent issues, this was largely my fault, and was due to unforeseen circumstances when I began building my first home-brew Team Tap, as will become clear a little later in this article

Suffice to say all problems have now been resolved and this issue I'm happy to bring you an extra page plus some files on the Reader Disk in order to take you right through the construction of a DIY Team Tap For those of you who don't receive the Reader Disk all the files can also be downloaded on my web pages at www compsoc man ac uk/~xav (then follow the Atari link)

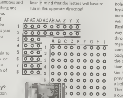
In order to build the Team Tap you'll need a number of components totalling around £20 Many of these are standard items that most electronics hobbyists are likely to have lying around but that's not you you'll have to buy them from scratch

Table 1 gives Maplins catalogue numbers brief descriptions quantities and approximate prices The only thing not listed is a suitable box which you will have to source for yourself There is also no connection wire listed as the number of colours you use and the coding scheme you choose to adopt are entirely arbitrary Any good electronic component suppliers will be able to help you with both these items or UK readers can simply pick up a Maplins catalogue at any branch of WH Smith

Are you sitting comfortably?

Before you begin any construction it will be necessary to cut the stripboard to the correct size using a strong craft knife and a great deal of care You will need a piece of at least 30 strips by 33 holes though if you are not used to working with it it might be worth allowing a little excess It will be easier to solder to if you clean the copper tracks by gently rubbing it with a piece of very fine and preferably old glasspaper You can also buy abrasive rubbers designed specifically for this task Maplins sell these too Of course experienced solderers rarely perform this step but then they can often be found swearing at solder joints that won't take to the copper

In order to ensure that we are all talking about the same holes you need to label your board Looking at the component (non-copper) side with the tracks running horizontally the holes should be numbered from one to 30 downwards and from A to Z then AA to AE from left to right One of the best ways to do this is to stick the board to a piece of paper (on the component side) then label the paper All your components can then be pushed through the paper when required which helps to hold them whilst you solder and also improves the appearance of the finished circuit If you allow a paper border you can label the holes there then cut the edge off once the job is completed It also helps to label the rear of the border so you can see the track co ordinates from the copper side Just bear in mind that the letters will have to run in the opposite direction!



ATARI
READER DISK 13

Now would be a good time to look at the file **TT_CONST TXT** on the Reader Disk or my web pages This file contains details detailing which components go where and is arranged by component type As a general rule circuits are best constructed from the lowest profile components to those which stand proud of the board Consequently wire links should be the first items soldered into place and tall items such as capacitors should be amongst the last Following this system helps to ensure that the components are soldered as close to the board as possible which gives the best looking result

Secrets of success

Although the text file gives details of what goes where you may find the following helpful for this and future projects

Track Cutting This should always be the first step in any stripboard project Basically it is the combination of the existing tracks some well placed cuts and the wire links which define the interconnections between the components themselves so it's very important to get this step right Track cutting is usually undertaken by removing a section of the copper using a drill bit. The bit should be very slightly wider than a single track and should be twisted gently in the named hole on the copper side until the track is broken This is the main reason for numbering the holes on the track side as well as the component side

Resistors. These can be placed either way round If the legs need to pass through holes which are quite close together it's common to mount the components vertically In this case the body of the resistor extends away from the component side of the board rather than lying against it Whenever you bend the legs of any component it helps to prevent damage if you can make the bend a little way from the body of the device This means that it is often better to mount a component vertically than to force the legs to make a tight bend in order to accommodate the hole positions

Diodes Similar mounting tips to resistors apply here but it is important to note that diodes have to be fitted a particular way round In this particular circuit, all the diodes should be mounted vertically If you bend the legs of all the diodes to shape before you start mounting them you can easily ensure that the identifying stripes are aligned making it easier to spot when one of them is inserted the wrong way round

Table 1 Maplin Order Codes

CODE	DESCRIPTION	QTY	TOTAL PRICE
JP51	Stripboard	1	£3 83
FL24	PCB Pins	1	£2 55
QL80	Diodes	5	£1 90
M1K	1K Resistor	1	£0 06
M4K7	4K7 Resistors	6	£0 36
UB38	74HC154	1	£1 27
BL20	24 way DIL Socket	1	£0 70
AE26	74HC244	1	£0 63
HQ77	20 way DIL Socket	1	£0 21
YR75	0 1uF Ceramic Disc Caps		£0 36
AT29	47uF 10V Electrolytic Cap	1	£0 16
JW77	HD 15 way D Plug	1	£1 56
JW78	HD 15 way D Sockets	4	£6 78

Circuit Diagrams

If you have access to a CAD program capable of reading DXF files (DynaCADD and various PC CAD packages) there s a highly detailed drawing of the finished circuit on my web pages and on the **Atari Computing renegade CD-ROM**

Each component type is split onto separate layers which makes it easy to see where each component goes and has the advantage that if you print the relevant layers at a scale of 25 4 1 you ll have a great template to stick onto your stripboard

Joe Connor has converted my DXF drawing into two GEM format drawings which can be loaded into Kandinsky Artworks EasyDraw and so on and these are also available from my web pages and on the **Atari Computing renegade CD-ROM**

PCB Pins These are the preferred method of connecting the wires from the plug and sockets They are inserted from the track side, not the component side and are usually forced into place with a hot soldering iron (please be very careful!) before being soldered to ensure a good electrical connection The wires are then connected to the pins from the component side This has the advantage that any mistakes can be remedied quite simply because it is easier to remove a wire from a PCB pin than to desolder it from the track side of the circuit board

Integrated Circuits These can be quite sensitive to prolonged heat from a soldering iron so it s common to use so-called DIL Sockets These are soldered into the same location as the IC itself then the component pushed into the socket as one of the final stages of construction

The 74HC154 used in this circuit poses its own particular set of problems because it s available in both wide and narrow packaging Unfortunately you can t be certain of which you ll receive until it arrives One of the reasons for the delay between articles in this series was that I was forced to scrap my first prototype which assumed the narrow packaging The circuit has since been redesigned to allow space for either you just have to ensure that its legs span the cut tracks at L17 to L28 In the unlikely event that you receive a narrow socket with a wide IC or vice versa you should just cut the socket in half along its length and trim it as appropriate You can then solder the two halves into the holes at the correct spacing

Capacitors These are detailed in the text file Please make sure you read that section carefully as electrolytic capacitors can explode if incorrectly inserted I have seen these go off in the past and they tend to rupture at the base sending the metal can shooting off at high speed On the other hand when correctly oriented and operating within their voltage tolerance these are perfectly safe so be careful but don t be too alarmed

Plugs and Sockets: Connecting these should be the penultimate action Deal with one wire at a time and double check the connections as it is easy to miscount the pins Although the PCB pins are listed in the text file in order from top left to bottom right you will find it easier to deal with the connections to the middle row of pins on the plug and sockets first of all (i e pins 6 to 10) A soldering iron with a small tip will prove invaluable here and you have to be careful not to use too much solder This is the most likely stage for solder bridges (erroneous connections due to too much solder bridging between conductors) to form so double check!

Testing, testing

After the plug and the first socket have been connected you can test the circuit by fitting the ICs into their sockets (note their orientation) and putting the whole circuit in between your joypad and Jaguar/ computer If everything is working properly there should be no difference as the first socket effectively passes the standard joypad signals straight through The best way to test the full functionality of the joypad is to use KP EJP Tester from RD#4 also available from my web pages and the **AC renegade CD-ROM**

Assuming everything is okay you can continue to fit the remaining three sockets However if your computer or games console fails to boot up as expected switch off the power immediately and double check all your connections Similarly if KP EJP Tester does not react to the buttons you are pressing or if they seem transposed double check everything It is likely that you simply cross connected the plug or sockets but you should check carefully for solder bridges between the copper tracks of the stripboard, and also that you have made all the required track cuts at all the right locations

Once you have connected the remaining sockets you need to perform a more comprehensive test C hackers amongst you should be able to construct a simple test program based on the information and samples given with earlier instalments everyone else will have to wait until the next issue when we will look at addressing the Team Tap in your own code

If you have a Jaguar and a copy of White Men Can t Jump or NBA Jam you should be able to conduct a test based around these as they both support use of the Team Tap Be warned however that for WMCJ at least the Team Tap needs to be plugged into the second joypad port not the first. I wasted several days going over my circuit with a fine toothed comb when it appeared not to work for want of that piece of information! ○

Basic BASIC!

If I said the date was 11199, does this mean the date is 11/01/1999 or 01/11/1999? Paul Jones explains validation and why it's needed...

110199?

When a user enters data into the computer it has no idea whether the data makes sense or not Data entry checking, called validation, is the responsibility of programs and can be used to check user entered data contains "sensible" values For example, if a program is expecting a number all text characters entered can be rejected

You can program your own routines to do this but ENCHANT the commercial HiSoft BASIC enhancement includes validation routines of its own I shall be explaining some of these functions which are included on the Reader Disk If you find these useful there are many more included with the full ENCHANT release

ENCHANT

There are numerous validation checks that can be performed on data including

- Presence Check the data actually exists
- Count Check the data is a specific length
- Format Check the data is correctly formatted (for example postcode handling)
- Range. Checks the data falls within a specific range
- Check digit A customer ID is assigned an extra number generated from the ID which can be used to ensure the data is correctly entered
- Date checks number checks and so on

Let s briefly go through each check using the following example Let s imagine I ve got a form dialog which has inputs for the date (stored in dat$) and the customer ID (stored in cid$) The user enters the date as 12/02/1999 and the customer ID as 123L

```
valid_present (txt$)
```

This check can be used on both data inputs to make sure both sets of data exist If the check returns 1 the check is valid Replace txt$ with the text that you wish to check

```
valid_count (txt$ 1)
```

Checks to see if the text in text$ is of length l The date must contain exactly 10 characters with exactly four characters in the customer ID If valid_count (dat$,10)=1 then the date is valid and if valid_count (cid$ 4)=1 then the customer ID is also valid

```
valid_format (txt$ code$)
```

A very useful check to see if the data is in a specific order The code$ is a string character which is a template indicating the data format For example for our date string the code must be NN/NN/NNNN where N represents a number The Customer ID template is NNNL where N represents a number and L represents a letter

```
valid_range
  (num 1 1 z)
```

The first three numbers of the customer ID must be in the range 1 and 999 The date can obviously be checked to see if there is the correct number of days in the month whether the month is out of range or the year a leap year ENCHANT includes a check to do this but we ll ignore that for this example

```
valid_digit (va chk bse)
```

Only applicable to the customer ID The L in the example is the check digit which was generated by entering 123 as the real customer number For example if the customer ID was entered as 132L the computer take the 132 and enters this as va in the above funcion along with 135 for chk (check digit) and 11 for bse Adding this to 65 and doing a chr$ of this result (to get a letter) returns C L and C are the then compared and if they do not match the customer number has been typed in wrongly

011199?

How s this related to PDO? Our registration creator was a little bugged entering a name less than a certain amount of characters would crash the program Validation can be used to check the lengths of characters and their format This s especially true when typing in some our printer options in following months These routines can also be used in your own programs to ensure data is being entered correctly ◘

Contact
Paul can be contacted at:
Email Paul jones31@virgin net
http //vzone virgin net/paul jones31/

Dreams can come true...
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Suggestive Remarks

Mike Kerslake with some suggestions for better Atari computing and some ideas for programmers...

First off it was nice to hear a programmer is looking at the stock control and invoicing program idea mentioned last issue I and no doubt, others look forward to developments on this front.

A few ideas now and we start with a suggestion from Ian Pitfield in Sheffield who wondered if there's a programmer interested in comms who could come up with a pager type program There are a number of such programs available on other platforms and it appears something similar could be done for our platform

The basic idea would be to use STiK or STiNG to dial and connect to a paging service then run the proposed paging program into which you enter the name and pager number details along with the required message and send it to the relaying service If anyone is up to the challenge I have a number of existing PC programs which do a similar job and I can make them available.

Moving onto my record collection now! As an ex DJ I have amassed rather too many tapes CDs and vinyl records over the years to bear thinking about and although I have numbered each album and single there's no way whatsoever of telling what song is on what album other than looking through them all manually!

Finding a particular song or recording is reliant upon my increasingly fragile memory so it's about time I got a database together to help me and anyone else with large collections I know I could use a general database but all that messing about setting up fields isn't really for me Kari Heimonen's Music Box was a reasonable attempt at a dedicated database but it's a few years old and looks and behaves accordingly! More ideas and help available from me personally if required

A suggestion for a CPX now Remember Mark Baines's excellent STAMPS CPX which calculates which stamps are required to make up postal amounts? Well how about a CPX into which you enter the weight of a parcel and it comes back with the amount payable? Obviously this would have to take account of country and postal zones and it would need an editable database to so it can be updated easily when the rates change Anyone up for this?

Finally this column is open for everyone to contribute ideas and it would be nice to have a few more ideas from readers for programmers to get their teeth into Many previous suggestions have resulted into excellent real programs which is proof if any was needed that programmers are taking notice of the ideas floated here!

Mike Kerslake

User group news

Mad Butscher/Foundation Two reports from the ABBUC Annual General Meeting, called Jahreshauptversammlung (JHV) in German, held in Herten, deep in the heart of the Ruhrpott on 28th October 1998

Around 100 people of the greatest Atari club in Germany and the world attended First there was the report by the club officials The number of members remains pretty much constant between 450 500 and the financial situation also remains good Next followed reports from the regional groups

First up were the Hannover ABBUC Regionalgruppe (HAR) only first because they bribed club officials with a home made Atari tie -damn slimers! The HAR presented a new OS for the XF 551 floppy and a preview of a 512Kb ROM disk in a normal small module based on flash RAM technology Naturally these new projects drove the crowd wild

Next up were Regionale ABBUC gruppe Frankfurt (RAF) They presented their almost famous SIO2PC interface which enables the connection of an 8-bit to a PC or ST and the Digital Volt Meter (DVM)

We the incredible Suedwest Atari Team (SWAT) were next to report I intended to present the report but as I sat in front of the crowd I even forgot the names of the other member of SWAT team sh*t happens eh? Oh well it left more time to talk about my latest game, Bembel Wo which I released at the meeting Finally there seems to be a new Diskmag called XE/XL (cool name)

After SWAT the Vogtland ABBUC Gruppe (VAG) announced there will be another Schreiersgruen fair on the 20/03/1999 and I'm looking forward to visiting our newly colonised friends again Miko (I've forgotten this surname) presented a new version of the B.o.s.s desktop system for the XE/XL it's still not very useful but Windows on XL now has a MauMau game

The Dutch regional group (don't panic The Netherlands aren't part of Germany yet! I've tried this joke before but they don't seem to see the funny side ***[Ed: don't mention the war]***) They finished the Pool Disk 2 it's now a double CD with over 5800 Disks for the 8 bit and some additional stuff including home pages People can't believe there's enough stuff to fill 2 CD's!

Next several dealers explained their plans Sascha Roeber produced a new hint book for some more adventures in co operation with the Atari public domain service Hamburg Finally Beetle of the United Nightmares of Osnabrueck (UNO) mentioned he saw a preview of the old Atari classic Centipede at the CeBit home for the PC

Then followed the buying selling talking flaming some more flaming and collecting I spent a lot of money but I acquired some rare items I was joined by friends from Paderborn who gave me their Falcon software a 800XL, a 1050 and a 1029 printer all in exchange for a crate of German beer (thanks again Dorry and Marc ***[Ed: And Hi from me too]***) I spread the goodies around later

Stefan Pollock put in an appearance (he programs Blum and Mr Boomer for the ST/Falcon) and sold me some copies of Jurassic Park II from Satantronic for the XE/XL. The game was made in 1995 and looks good (according to Gambler/SWAT)

After the meeting closed we naturally proceeded in convoy to some strange Schnittzel restaurant. The food wasn't very good and the service was worse I sat next to Creature XL/HAR and Beetle/UNO and we had an informative chat and we may co-operate to release some new games Beetle joins Foundation Two so now I'm looking forward to the future

After the Schreiersgruen Fair the next event in 1999 is the Dresden (Error Line 99 April 2nd to 4th) I hope a lot of 8-bit enthusiasts attend (Poland and Czechia are nearby)

Mad Butscher

Mighty Mail Merge

papyrus

Michael High ventures beyond generating junk mail to discover more Papyrus power...

The few paragraphs devoted to Mail Merge, buried in the Menus section of the Papyrus manual, hardly grip the imagination They seem to be all about serial letters, which most of us know as junk mail I doubt many Papyrus users have bothered to play with this functionality Yet most of us use at least one database program They are great for keeping addresses, cataloguing CD's, videos and the like Yet few of them can produce more than single column, plain text reports. Mail merging is the key to linking the information processing power of the database to the presentation power of Papyrus

There are several ways in which databases can send information to Papyrus Address v2 20e which was included on the AC#8 Reader Disk is a particularly fine database that uses just about every export format available. So I have used this to give examples of suitable techniques for differing purposes

The humble address label

The Post Office are not impressed by fancy fonts They just want a clear address label All we want Papyrus to do is fit the addresses onto the rows and columns of our sheet of labels So boot up your Atari with Address loaded as a desktop accessory (or parallel running application under a multitasking OS) Fire up Papyrus and open your label template which you have saved with a clear monospace font as the normal text style Now call up Address and select the records you wish to print. We are going to use the XAcc protocol to move the data to Papyrus Set up the Import/Export filter as shown in figure 1

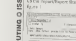


Figure 1

For those not familiar with Address the important setting to note is the %f at the end of the Data format As shown Address will remove any blank lines in the address to keep it all together Typically the County field will be blank for city addresses To make sure each address starts on a new label the %f command sends the form feed character (ASCII 0Ch) which Papyrus reads as a page break This in turn starts a new label

The XAcc protocol behaves like automated cut and paste Open Address's XAcc Transfer Option window to select Papyrus (see figure 2) and click on Output You will then see your perfectly set out labels appear in Papyrus It's as near to multitasking single TOS gets and it is very satisfying

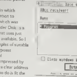


Figure 2

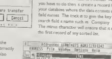
Note that in this method the address lines have to be correctly ordered in the database. Also Papyrus has to give the same paragraph and text styles to the whole address We need to use the mail merge technique to cut and shuffle data or apply special formatting

The delimited file

Each address in our database is a record and each record has many fields One such field would be for the postcode. To successfully mail merge we need the database to create a file in such a way that Papyrus can tell one record from another and separate out the fields within each record This is called a delimited file Papyrus can cope with a variety of file formats but the easiest to work with are tab delimited and comma separated These two formats have one line for each record Tab delimited files separate each field with a tab character (ASCII 09h) This is fine for Papyrus since it treats both numbers and text as text The files often have the TXT file extension

Some database and spreadsheets prefer to export files as comma separated values giving the files a CSV file extension As well as placing a comma (ASCII 2Ch) between each field text data is enclosed in quotes This is because databases and spreadsheets handle numbers and text in different ways Both tab delimited and comma separated files can be edited or even created in text editors such as Everest Edith or Papyrus in ASCII mode

Earlier versions of Papyrus could load a header file. This is in the same format as the delimited file and has one record where the data consists of meaningful field names This function was removed in Papyrus v5 This is a pity since many databases such as Address cannot export a header line with the data However all versions of Papyrus can be instructed to read the first line of data as a header All you have to do then is create a record in your database where the data consists of field names The trick is to give the key search field a name such as Company The minus character will ensure that it is the first record of any sorted list.



Mail merging is fun!

Mail merging works by substituting the field text from the database for the field reference in the master document The text picks up the paragraph and text style that was applied to the field reference and the resulting new merge document is automatically re-paginated The field references can be cut pasted and moved round the master document just like any

Notes for Address users

CSV files are easier to set up. A typical filter's data format would be

```
"%VOR" "%NAM" " NA1" "%NA2"
 "%STR" "STA" "%LAN" "%PLZ
%N
```

However tab separated can also be created using the %t character. The equivalent data format would be

```
%VOR%t%NAM%t NA1%t%NA2%t%ST
R%t STA%t%LAN%t%PLZ%N
```

Place the cursor in the Replace %t with field, hold down the [Alternate] key and enter 9 on the numeric key pad. This generates a tab character (ASCII 09h) which appears as a clock symbol on the screen.

other text. So rather than moving to and fro between the document and the Field ordering dialog, simply add all the fields in one place. Then move them as required.

The beauty of mail merging is that the fields can be exported from your database in any sequence. You are free to place as many or as few of them as you like in your document. You can even put the same field in the document more than once. This means that having set up your database to export all the fields, the delimited file can be used in a variety of ways. The only thing that this file controls is the order in which the records are processed by Papyrus.

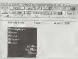
I do not intend to go through the mechanics of setting up a mail merge document in Papyrus. This is well covered in pages 163 to 167 of the manual. But I would like to suggest a few creative ways in which it can be used.

Junk mail is churned out with the Generate a new page for each record option checked. Turn it off and some interesting possibilities are opened up for database reporting.

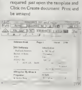
The Address Book

The Address database can only print plain single column reports. How do we get a formatted double column listing on Filofax paper that does not split addresses across page and column breaks? Answer:

- Select and export the addresses you need from Address to the delimited file, not forgetting to include the dummy record with the field names at the top of the list. Create a Papyrus template with suitable headers and footers. Why not add a cut line graphic while you're at it?
- Insert the field names in the desired order and apply formatting. Add a blank line, perhaps with an underscore line to separate the records.
- Use the Text – Group lines command to group all bar the last blank line.



- Save this new template. All your merge settings are saved, including the file name and path to your delimited file. So next time an updated list is required, just open the template and Click on Create document. Print and be amazed.



The formatted report

Papyrus will happily merge into tables provided there are no lines before or after the table in the template. It is helpful to turn on the Spaces, tabs, return screen display option when setting this up. As the data is merged in, the rows of the table automatically adjust their height to fit the text as it wraps into the cells. If the effect is not quite right, simply discard the merge document, adjust the table in the template and then merge again. Once merged, the table can have headings added, or the table can be cut and pasted into another document which already has the headers and footers setup.

What about blank fields?

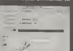
Not everyone has a fax machine. So how do we avoid padding out the merged address listing with empty lines? The answer is to do some simple post merge editing. By having the word "Fax:" in front of the fax number field, we simply use the Edit – Search and Replace command to search for "Fax: [CR]" and replace this with nothing. This is another dialog that is more powerful than it first looks.

Next time

Hopefully the HTML and other goodies of Papyrus 7 will be available in English for review. Meanwhile please send your feedback and/or suggestions to the address in the masthead on page 4 or Email: high@nortelnetworks.com

GEMTrade 2

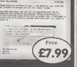
Don't struggle with German documentation GEMTrade it!



Attractive GEM interface
CAB module to translate web pages on the fly
Instant BubbleGEM help
On-line ST-Guide help
Clipboard Cut and Paste
Look-up dictionary

GEMTrade has been under extensive development culminating in GEMTrade 2 which is available now and offers the following new features

* Better case handling
* HTML improvements
* GEMScript compatible
* Redesigned interface
* Extended help system
* English < > German
* User dictionary added
* Viewable Dictionary



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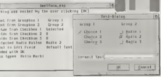
Inside GEM

Mark Wherry continues his exploration of the GEMScript jungle...

In AC#11 we took a look at what the GEMScript protocol is, how it works and briefly discussed two GEMScript interpreter programs, Scripter and Simple Script. Since then, news that an English release of Scripter is in the pipeline has reached us, and a new version of Simple Script is also under development. In addition to all this good news, an English release of the GEMScript documentation should be available courtesy of the TransAction crew.



```
Dialog was exited by the user clicking [OK]

Text from Groupbox 1      Group 1
Text from Groupbox 2      Group 2
Value from Checkbox 1     Selected
Value from Checkbox 2     0
Value from Checkbox 3     0
Selected Radio Button     Radio 2
Text in Edit Field        Default Text
Ended with OK
You typed  Hello Mark!
```

▲ Example script and form displayed by Form, they look just like the real thing don't they!

Let's plug plug-ins!

Plug-ins are typically small programs that add functionality to another main application. Scripter supports plug-ins, but because of the way Scripter handles plug-ins, any GEMScript aware application can theoretically access these plug-ins. Certainly, most Scripter plug-ins are usable using the freeware Simple Script.

The reason for this compatibility is that a GEMScript plug-in is really a GEMScript aware program that runs in the background waiting to receive and respond to commands from other programs, so a multi-tasking operating system is a pre-requisite.

GEMScript plug-ins, with PLG file extenders, are normally launched by the host application. However they can also be renamed as PRGs and executed from the desktop if you prefer. Plug-ins should be installed into the Scripter or Simple Script 2 plug-in folder. Several Atari developers have already released GEMScript plug-ins so let's take a look at what's currently available. At the moment all these plug-ins have been released as freeware, and we've also included them on the Reader Disk for your convenience.

Form

Form is a plug-in, programmed by Alexander Clauss and translated to English by TransAction, which uses the windowed dialog routines of WDIALOG or MagiC (v4 or later) to provide an easy way for GEMScript programs or scripts to display dialogs or forms without having to create separate resource files. One of the best features of Form is that it isn't just limited to one dialog at a time - any running program or script can request a dialog to be displayed at any point. The current release supports groups, radio buttons, check boxes, standard buttons, text fields and keyboard shortcuts for activating these objects.

To use Form to display a dialog, your script must first include an instruction to tell Form to create a new dialog in memory. You then specify which objects to add to the dialog, giving default selection, keyboard shortcuts and so on where necessary. Finally you tell Form where to display the dialog on screen and handle user interaction. When the user has finished with the dialog your script can interrogate Form to determine the status of each of the dialog objects. These values can then be used within your script's subsequent procedures.

Future versions may include support for popups, listboxes, file selectors and more depending on user feedback, so do make the effort to get in touch with Alexander if you have found a use for this exciting plug-in.

Plug 'n' Pop

Programmed by Volker Janzen, Plug 'n' Pop is a simple yet effective GEMScript plug-in which can display a popup menu. On calling the plug-in you specify where you want the menu to appear, which can be at the current mouse position, along with the list of items you wish to be displayed in the pop-up menu. When the user has chosen an item, or otherwise exited from the pop-up menu, the plug-in informs the script which item the user selected, or if no selection was made.

ISVM

Volker's other GEMScript plug-in is the rather impressive sounding 'InterScript Variables Manager', based on an idea from GEMScript protocol co-author Holger Weets. ISVM basically maintains a table of variables where any script or program can add a variable, delete a variable, or request the value of a variable. This provides a facility similar to operating system global variables and enables values to be shared between GEMScript programs and scripts.

Permanent and temporary variables are supported. When the plug-in is terminated, permanent variables are stored in a file named PISV.DAT (Permanent InterScript Variables) and retrieved next time the plug-in is loaded. Temporary variables are, as you'd expect, lost when the plug-in is terminated.

Socket

This ambitious plug-in provides internet connectivity to your GEMScript programs or scripts. Socket is programmed by Jurgen Koneczny who also programs TurboBlanker and the I Connect TCP/IP stack clients Fiffi (ftp) and Teli (telnet). To get the most out of this program, some knowledge of internet protocols is essential. Example scripts are provided for communication via ftp (File Transfer Protocol) and http (HyperText Transfer Protocol).

Conclusion

Plug-ins make powerful additions to the functionality of GEMScript interpreters and with GEMScript support built into desktops such as jinnee they will become increasingly useful. However, don't forget these plug-ins can also be run as stand alone applications so we'll just have to wait and see what programmers come up with.

Next time, following on from the Artworx review, we are going to take a look at the amazing possibilities GEMScript and OLGA can offer when using Form, Artworx, Texel and CAB together. Meanwhile if you have any questions or suggestions please do get in touch.

mark@ataricomputing.com
http://www.rvmp.co.uk/igem/

CyberSTrider

FILES

Web.Wizard

0enesh Bhabuta presents Matthew Bacon's Magical tool - Web.Wizard v3.03

Web Wizard is a new web site authoring suite by Cadenza Software. The suite contains three programs - WebPage Wizard, Frame Wizard, and Table Wizard - plus HTML documentation which aims to simplify the creation and maintenance of web pages. Web Wizard also comes supplied with two small utilities, HTML Stripper and HTML Link Ripper. Wait, there's more - a collection of copyright free images too.

Web authoring programs are abundant on other platforms but although there are plenty of HTML authoring tools for the Atari platform (Joe and its modules Tempus and Papyrus) HomePage Penguin is the only head-on competitor. HPP was a step in the right direction and Web Wizard builds on this concept offering a diverse range of tools. Let me explain.

WebPage Wizard

WebPage Wizard uses the now familiar "Wizard" approach to create HTML documents. You are guided step by step (screen tips, BubbleGEM and ST Guide online help are always available) through the process of creating HTML documentation. WebPage Wizard avoids using complex HTML (Hyper Text Markup Language) references in favour of good old plain English (although a HTML v3.2 reference guide is provided for those who wish to get their hands dirty).

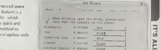
WebPage Wizard offers an array of features designed to appeal to both novice and experienced users. One such feature is a "project file" which provides a quick and effective method to maintain and update web pages.

Frame Wizard & Table Wizard

Creating web sites which contain frames or tables without tools can be awkward and time consuming even for experienced web designers but thanks to Frame Wizard and Table Wizard these chores can be performed from a quick and intuitive point and click interface. No more calculating percentages or pixels, phew! Frame Wizard includes twenty templates to help get your site up and running in next to no time. Once you have designed your frame/table layout all that's left to do is add-in the content. Frame Wizard and Table Wizard both support the "project file" which makes it easy to update your frame/table as often as you like!

Cadenza Software will be at the forthcoming Spring AMS 99 show in Stafford demonstrating Web Wizard, but if you can't wait until then you can order your copy now via CyberSTrider. Demo versions can be downloaded from Cadenza Software's web pages at http://www.cadenza.cyberstrider.org. Web Wizard v3.03 costs 12 pounds including disks and shipping. Please make cheques payable to CyberSTrider and send to:

PO Box 2023, Wickford, SS12 9RX
Email: denesh@cyberstrider.net
http://www.cyberstrider.net/



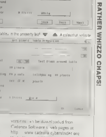
Web Wizard

When deciding upon the fields, please make sure that the colours do not clash!

Heading(s) # FF0000 Red
Text # 000000 Black
Hyperlink text # 0000FF Blue
Link(s) # 00FF00 Green
Visited line(s) # 000000 Black
Background
Image
Colour # FFFFFF White

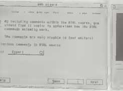
▲ A colourful website

Put your tables in the property box! ▼



Web Wizard Table Properties

Header
Footer
Alignment: Text flows around table
Border: 00 pixels
Cellpadding: 00 pixels Cellspacing: 00 pixels
Width: 100 % pixels
Background
Image
Colour # FFFFFF White



Web Wizard

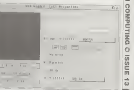
By including comments within the HTML source, you should find it easier to understand how the HTML commands actually work.

The comments are only visible in text editors!

Include comments in HTML source

Level: Expert

▲ Web Wizard gives you useful tips along the way



Web Wizard Cell Properties

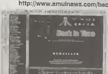
Colour # FFFFFF White
No wrap
Colour # FFFFFF White

▲ Choose your own paint scheme for your cells

SITE SEEING

Back In Time 92%

http://www.emuclassics.com/backintime
http://www.amulnews.com/backintime (mirror)



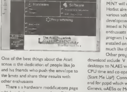
These pages, put together by Mike Stulir, include coverage of all things Atari. It's a giant reference site covering everything from arcade mashines/games through all the 8 and 16 bit machines, all the emulators to prototypes. Including photos and sketches which were never released.

The site is well organised and although some of the pages are graphics intensive you're warned in advance and the pictures are well worth waiting for - there was some hardware in there I'd never seen or heard of before. The highlight of the site is Mike's Back In Time Radio Webcasts which feature news, reviews and interviews. To listen to the webcasts you need to be able to handle Real Audio. There is an Atari utility capable of converting Real Audio to RAW format programmed by Petr Stehlik and it's available from the Joy Software home pages at: http://www.stehlik.cyberstrider.org/soft.htm

Alternatively you'll need a PC or Mac and a copy of the Real Audio player which is a free download from Real Networks, there's a link on the Back In Time web site.

Jo Even Skarstein 89%

http://www-atari.nvg.ntnu.no/



One of the best things about the Atari scene is the dedication of people like Jo and his friends who push the envelope to the limits and share their results with other enthusiasts.

There's a hardware modifications page which includes amongst others: Falcon Afterburner/030 switch, Falcon DSP accelerator, Falcon FPU accelerator, Automatic Nova/Videl switch, Falcon bus accelerator (designed by Peter Green, the guy behind BSS's Nemesis! Audio modification, a modified modification from the Cubase Audio manual), SCSI parity generator: if you have a SCSI adapter that doesn't support parity this will fix it.

There's an N.AES support page with links to all the relevant companies and projects which anyone interested in N.AES and MINT will surely have in their Hotlist already. Jo also has various software projects under development, unsurprisingly aimed at N.AES and MINT enthusiasts. Taskbar was one program I was aware of - it's installed on my Milan and works much like the Windows taskbar.

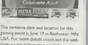
Other programs available for download include: V Desk, adds virtual desktops to N.AES which take virtually no CPU time and co-operates with SMU (Start Me Up!). Connexion, a GEM front end for pppd which works with N.AES, Geneva, oAESis or MultiTOS and displays a small GEM window which makes it possible to connect and disconnect with the click of a button and, while on line, it displays a clock showing how long you've been on line. ToggleNVDI for Nova+NVDI users. It automatically enables/disables NVDI's screen drivers depending whether NovaVDI is running or not.

Joe Connor

SITE NEWS

HOMA SYSTEMS HOUSE

The Homa Systems House website has recently been updated with new product upgrades and releases including the Scan X Pro flatbed scanning software.
Check out
http://www.magma.ca/~nima



The tentative date and location for this gaming event is June 18 in Rochester, MN USA. For more details check out the web page via the jagfest.atari.org link at http://homepage2.rconnect.com/forhan/jagfest.html

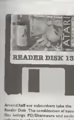
The organisers may consider opening the event to include Atari computer support if they can attract some Atari 8 bit/ST groups to the show. If you plan to attend please do send Carl an "Attendee" email.

Carl Forhan, Songbird Productions
Email: forhan@millcomm.com
http://homepage2.rconnect.com/forhan/games.html

FLEXTRAX v0.5 released

The first beta release of the new soundtracker for Atari Falcon030 has recently been announced by Daniel Hedberg/New Beat. There's support for the MOD file format (up to eight channels) along with it's own file format which is an extended version of the standard MOD file format with support for effects such as reverb and delay. The replay routine used in FlexTrax was first developed for the Willie's Adventures platform game. Both VGA and RGB monitors are supported. You can download the beta from http://newbeat.atari.org/

Have you come across a good Atari-related website?
If so, why not tell us and the rest of the Atari world about it!
editor@ataricomputing.com



Around half our subscribers take the Reader Disk. The combination of tutorial files, listings, PD/Shareware and exclusive software is unbeatable and not available anywhere else. Individual back-issue copies of the Reader Disks are still available. Please refer to page 9 for ordering details.

Eliza v1 3 - Freeware Matthias Jaap

Eliza is a GEM based version of the old computer-psychiatrist program Eliza developed in the 70's as an early example of artifical intelligence. Some American students believed they were talking to a real person! Because they answered every question as if Eliza was a real person the program could provide sensible responses even though it only recognised a few words. Now's your chance to talk to Eliza. This version understands many more words than the original TOS version and is more "intelligent" there are various key words or other events which cause special reactions from Eliza see how many you can find!

CENTScreen/CENTVidel 3rd generation - Freeware CENTEK/D Godec/S Hnatiuk

CENTEK's Falcon030 screen management software offers the following features: Extended resolutions: Virtual screen with choice of scrolling options. Screen/Time saver Energy Star compliant. Shut down delay in seconds and by keys. [Alternate] key during resolution switch disables the extended resolution. It's the ultimate option because it can change the system boot resolution!

Some screen modes are designed for use with the CENTurbo II accelerator such as the 16-bit/pixel in 640x480 which requires a faster video clock but standard Falcon030's can still benefit from screen modes of 800x592 at 52Hz in up to 256 colours and giant virtual screens with smooth scrolling.

WebPage Wizard v3 03 Demo version Matthew Bacon Copyright © 1997-1999

WebPage Wizard uses a Wizard approach to creating a HTML document with no HTML knowledge or experience required. WebPage Wizard takes you through the decision making process of creating an HTML document using plain English not HTML blurb. The demo version has the following limitations: Only generates its test document. No BubbleGEM support. Limited ST Guide online support. Cannot open WZD or HPP project files.

DiskCake v2 1 - Freeware Christoph Zwerschke

DiskCake displays the file structure for any path graphically as a pie chart in a re-sizeable GEM window. DiskCake runs as a program or desktop accessory and accepts command lines including a directory path. The _AKP and _IDT Cookies are checked to automatically display English/German text.

** Official English archive released by InterActive **

LineUp v1 0 0 - Freeware Mario Becroft

LineUp is a GEM based puzzle game where a grid of tiles must be re-arranged to form a specific pattern or to complete a picture. The grid is re-arranged by sliding rows or columns one square at a time in a similar fashion to a Rubiks cube only two dimensions.

Clocky v2 37beta Fairware Petr Stehlik

Clocky is a useful multi purpose utility for all Atari machines. It's tiny at under 5Kb because it's written in pure assembler. If you're using Clocky you'll probably be able to remove a bunch of other Auto folder programs and accessories performing similar tasks and save some memory.

Scripter Plug-ins

These plug-ins work with Scripter a commercial product by ASH and the freeware Simple Script 2 programmed by Mark Wherry. They can also be renamed as PRGs and executed from the desktop. For more details refer to the Inside GEM article on p36 in AC#13.

InterScript Variables Manager (ISVM) - Freeware Volker Janzen

Maintains a table of variables where scripts/programs can add, delete or request the value of a variable.

Plug n Pop Freeware Volker Janzen

GEMScript plug-in which can display a popup menu.

Form - Freeware Alexander Clauss

Makes the creation and handling of simple dialog boxes (or forms) possible.

Calamus SL/98 Epson printer drivers - Public Domain Dave Barkin

These two drivers support almost all Epson printers at 720dpi. Used together with the Calamus Star Screening Module you can achieve much better results at 720dpi than Quark Express at 1440dpi. Unlike the drivers supplied with Calamus SL both these drivers access the super microdot mode and you'll enjoy the difference! For more details refer to the Calamus Secrets article on p45.

Enhanced Joypad tutorial - EXCLUSIVE Copyright Xav/Atari Computing 1999

Construction notes to accompany the Team Tap DIY project for more details refer to p30/31.

Freeserve Example Scripts

Example scripts and documentation to help configure STinG to use the freeserve internet provider. For more details refer to the Q&A pages.

HiSoft BASIC tutorial EXCLUSIVE © Paul Jones/Atari Computing 1999

Source code to accompany the HiSoft BASIC tutorial.

CD-ROM Subscribers!

Although there has still been no official confirmation concerning the future of the STraTOS magazine we have now decided to close our STraTOS CD ROM subscription offer. If future issues of STraTOS do appear we can make them available as separate Reader Offers.
This means existing CD ROM subscribers have a choice to make from the options below.
Please indicate your preference then complete, sign and return the form and we'll do the rest.

☐ Please send me a copy of the **renegade** CD now and refund or invoice me for the difference.
I agree to pay any outstanding balance on receipt of invoice.

☐ Please send me the AC12 Reader Disk now and send me Reader Disks instead of CDs from now on.

☐ Please send me a refund. I do not wish to receive either Reader Disks or the **renegade** CD.

Please send completed form to:

renegade CD Offer
Atari Computing
75 Bentinck Drive
TROON
Ayrshire
KA10 6HZ
SCOTLAND

SIGNATURE

NAME

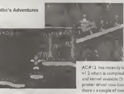
ADDRESS

POSTCODE

Shareware and PD

NEWS

Willie's Adventures

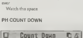


Work on the dazzling Falcon platform game, Willie's Adventures continues to progress at a steady rate There is no firm release date yet but whenever the New Beat Development guys say they are improving something they mean it, as shown by the playable preview demos of WA

According to co-programmer Thomas Bergstrom the project s scale has far exceeded original targets Right now the music replay system is being overhauled to make more efficient use of resources so If all goes to plan this will allow even more intense graphical splendour New characters and level designs are also absorbing substantial development time For now we can admire the latest screenshots which are looking better than ever

Watch this space

PH COUNT DOWN



This freeware utility program can count down the number of days to ANY event by reading data from an editable ASCII configuration file It s small enough to leave open on your desktop all it needs are sound FX to mark the occasions You can download a copy from

William Wong
Email wongck@letterbox com
http //probehouse atari org

GhostScript Update

If you want to read PostScript or PDF files on an Atari this is the utility you need GhostScript reviewed in AC#12 has recently been updated to v1 2 which is compiled with the latest Libs and kernel available (5 50) the Atari laser printer driver now loads into ST RAM and there s a couple of tweaks to its user interface A utility TTP is now included which should help reading PDF files though familiarity with a Command Line Interpreter (CLI) such as Mupfel is recommended Thanks to Peter West/TransAction English RSC file and docs are available from

www clx co uk/~derryck/

There s a link from here to the binaries You will need either the ST or TT version of GhostScript and the PS 550 LZH archive for the overlays and sample files plus the first of the two font archives for some fonts This is to be the last version of GhostScript for the Atari from Christian so if anyone wants to take up the baton the sources are available on his web site at.

http //www tu-harburg de/~smcf1605

CBHD

CBHD is a freeware SCSI hard disk driver which is ideal for anyone who doesn t need the sophisticated facilities of commercial driver software

Thanks to Peter West/TransAction there is now English documentation and RSC files for CBHD and its associated extras including the two CPXs You ll also need a copy of the original CHBD archive English bit and pieces

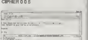
http //www clx co uk/~derryck/
Original German archive (and various ftp sites) http //members aol com/steffene/Software/CBHD html

Lottery Companion v5.1

Mark s UK National Lottery program now has a brand new ticket checker routine along with other minor changes and bug fixes

Mark Butler
Email Mark A Butler@btinternet.com
http //www btinternet.com/~lottery companion/

CIPHER 0 0 5



CIPHER is a simple file encryption/decryption utility designed to provide an easy to use reliable and simple method for users to protect their files from casual prying eyes Using CipherView you can encrypt important text files once and simply view them via CipherView whenever you need to refer to them without needing to decrypt the files and loading them into another viewer which means there s never a copy of the unencrypted lurking on you hard disk With CipherView developed by Elmar Wisotzki installed as an application for whatever file extender you choose to give encrypted files and you can read them from the desktop by double clicking on the files and supplying a password CIPHER 0 0 5 is not file compatible with version 0 0 2 so to convert CIPHER 0 0 2 files to 0 0 5 you ll have to decrypt them using CIPHER 0 0.2 and re encrypt them using CIPHER 0 0 5

Noah Silva
Email DrNoah@Drexel edu
http //www mcs drexel edu/~unsilva/soft/cipher/english html

STLink version 5 4beta

STLink5 programmed by Gary Bainbridge enables files to be transferred between the Psion 5 and Atari computers This release offers the following improvements since the last release

- Baud rate selection
- Improved long file name handling
- Cut and-Paste emulates the Copy anywhere function of PsiWin 2 2
- Preferences may be saved including file mask settings
- Installation program to load the Psion part of the software
- Support for file conversion!

Unfortunately due to copyright problems Gary cannot include the file converters (written by Jeremy Smith) in this archive but he s hoping to resolve these problems soon

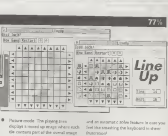
Gary Bainbridge
Email gbainbridge@cix co uk

Line Up

77%

Entertainment
Freeware, all Ataris
Email mb@tos pl net
http //www ak planet gen nz/user/mario/

ATARI
READER DISK 13



LineUp programmed by Mario Becroft is a computerised cross between those sliding puzzles which used to annoy and frustrate me as a child and a two-dimensional Rubiks cube The aim is to rearrange the grid of tiles to form a specific pattern or more interestingly a picture Tiles are re-arranged by sliding rows or columns one square at a time There s an excellent ST Guide format hypertext which explains everything except how to solve the puzzle!

There are two playing modes

- Coloured or icon squares mode The aim is to rearrange the sample tiles into rows of identical tiles which line up with the sample tiles to the left of main grid
- Picture mode The playing area displays a mixed up image where each tile contains part of the overall image selected from the images included in the archive (or you could create your own in IMG format) Your task is to rearrange them to complete the image There s a Show picture option which displays the entire image for reference

There s a high score table adjustable grid size (4x4 6x6 or 8x8 five difficulty levels and an automatic solve feature in case you feel like smashing the keyboard in sheer frustration!

GEM games like LineUp offer convenient tea break entertainment because they don t take over the system or need booting from floppy

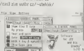
I ve left it too late to ask Mario why LineUp isn t happy under MagiC but hopefully he ll have fixed the problem by the time you re reading this!

Joe Conner

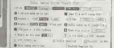
Clocky v2.37

83%

Utility Fairware, all Ataris
Email stehlik@cas3 zlin vutbr cz
http //cas3 zlin vutbr cz/~stehlik/



ATARI
READER DISK 13



Clocky programmed by Petr Stehlik in assembler is a compact multi purpose Auto folder utility In addition to adding the date and time to the menu bar Clocky also offers

- Support for two different keyboard layouts ideal for programmers and anyone using a non-native keyboard
- Dead key special character entry The dead key is two keys to the left of the [Backspace] key (why?) and supports up to 30 keys In use pressing the dead key followed by a pre defined key displays the desired special character
- [Alternate]+ASCII code entry for pre-TOS 2 06 versions
- Mouse accelerator offering x2 and x4
- Screen saver which works for mono monitors connected to ST or Falcon (with special support for NOVA graphic cards) On the Falcon this also serves as an accelerator because the screen output is disabled which frees up the data bus
- Latin2 real time conversion for printer currently hardcoded for Czech characters
- Keyboard clicks and/or bells can be toggled
- Screen colours can be inverted this also works on a Falcon running 16/256 colour resolutions
- Option to enable 16MHz and caches to speed up Mega STe bootup plus subsequent switching between fast and slow mode
- All the above options can be enabled and disabled via a hotkey combination

The individual features can be set using Petr s own utility program from the desktop or via a very neat CPX programmed by Jay software they re both included in the distribution archive

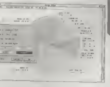
I m not a great fan of multi purpose utilities because there are often better stand alone alternatives but as Petr points out you can replace a whole bunch of Auto folder utilities with this tiny 5Kb program which should also help minimise conflicts The choice is yours

Joe Conner

DiskCake v2.1

78%

Utility, Freeware all Ataris
Author Christoph Zwerschke
http //www cix co uk/~inactive/



ATARI
READER DISK 13

DiskCake displays the file structure for any floppy or hard disk partition graphically as a pie chart It s really useful for visualising where all your hard disk space went it s much easy to spot space wasters looking at the pie chart compared with directory listings

The pie chart is generated from the directory supplied by the file selector and displayed in a resizable GEM window Selecting a folder pie slice causes it to graphically open then display the subdirectory and clicking on the closer gadget in the path line steps back up the directory tree Left clicking on any file pie segment displays a dialog showing the filename time and date stamp size and archive bit along with an option to delete the file

A right mouse click anywhere inside the window displays a pop-up menu with options to display the file selector (to select a new path) determine the sort order set the typeface and load/save options

DiskCake can be run as a desktop accessory or program from the desktop and accepts command lines (via the AV protocol) DiskCake is bilingual automatically selecting between English or German versions by reading the _AKP and _IDT Cookies

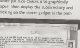
DiskCake has certainly saved more space than it occupies on my hard drive so it s one of my resident utilities

Matthew Bacon

Eliza v1.3

80%

Entertainment, Freeware, all Ataris
Author Mathias Jaap
Email mjaap@hsw ifl uni hamburg de
http //www hh schule de/hhs/mjaap/
programe htm



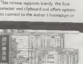
In the 70s some boffins created a computer program that supposedly emulated a psychiatrist Students were recruited to test it and supposedly they believed it was a real person Now I don t believe this any more than I do Little Red Riding hood but it makes a good story! Anyway Eliza is a 90s version of the same program There have been dozens of variants of this program on most platforms but this is the first GEM version I ve seen This release supports Iconify the font selector and clipboard and offers options to connect to the author s homepage or send him an email from menu options via your web browser or emailer It also has it s own little online help page it isn t in ST Guide format but never mind it s only a page or so Eliza responds to everything you put into it but does give special responses to certain text. For example typing in Pink Floyd results in the reply Jeff Minter! I m confident Eliza isn t a real person but she s (oops it s) a good laugh and when you have nothing better to do give this a try or not

Matt Burton

Triple Yahoo

85%

Entertainment, Shareware, all Ataris
Author Stuart Denman
Email sdenman@cs washington edu
http //www nwlink com/~stuart/
myprogs html



This GEM version has been around a while but its user interface still works perfectly at any resolution or colour depth Triple Yahoo is a Triple Yahtzee clone they re both a refined version of poker dice and I d never personally played this games genre before

Up to four players can compete against each other or you can play solo and try to beat the high scores Triple Yahoo is much more about strategy than rolling dice Like poker dice you have up to three rolls of the dice to come up with your final scoring combination using the usual poker combinations three/four of a kind straights full house and Yahoo (all five dice the same) Unlike poker dice the actual combination is less important than where you place it on the scorecard The scorecard has three columns each consisting of twelve scoring combinations plus three chances to gamble your score a total of 39 slots which must all be filled to complete the game To add to the mayhem the three columns score normal double and triple points It s easier to play than to explain! After each turn you must select somewhere on the scorecard to enter your score (selecting an inappropriate slot scores zero) and maximise your total It s easy at first If you rolled four sixes you would score it in the four of a kind row in the triple points column but as the slots start to fill up you have to come up with a winning strategy to come out on top The fonts and the colours used can be selected everything is windowed and STe/TT/Falcon users get DMA sound effects ST users have to make do with chip sounds There s also a basic on-line help screen which lists the scoring combinations and it runs fine under MagiC I found the game soooo addictive I was playing it for ages instead of writing the article! It s the perfect alternative to Prozac for the Atari office user (are there any left?) and I ve added it to my shortlist of games I ve been meaning to register for ages Triple Yahoo is supported by CyberSTrider and registration costs u12

Matt Burton

NEWSie v0.94

This compact newsgroup reader also offers web browsing, FTP end email facilities. Jack of all trades or master of none? Derryck Croker opens his notepad...

NEWSie is STiK client so a working StiK/STinG TCP/IP stack and an account with an ISP (Internet Service Provider) are pre-requisites

Newsreading

There are newsgroups covering almost any conceivable subject and depending on your ISP the list of groups available can be very long. Once you have downloaded a list of available newsgroups subscribing to individual newsgroups is a simple point and click operation. Selected newsgroups appear in the SubScribed Newsgroups window. Click on the Save icon to add the newsgroup to the DEFAULT GRP file used by NEWSie to determine which newsgroups to collect articles from during the next on line session.

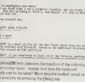
The Article overview window has a double function. When on line articles you haven't read which are currently available on your news server are displayed and these can be manipulated using the toolbar icons. Individual articles can be read on line by double clicking on them or individual articles and/or threads can be marked as Read if they don't look promising watch out for any obvious spam headers which plague Usenet newsgroups.

The Read for offline option downloads all unread articles to your local disk for off line reading. This release features improved download handling. Individual messages threads or just a single newsgroup can be selected for retrieval and it's now also possible to fetch previously downloaded messages (previously this was only possible by hand editing DEFAULT GRP).

Replying to and posting articles is straightforward however I find the Post/Followup article dialog offers a confusing range of options. For example the only way I can find to send a private email in reply to a public article is to use Reply email from the Mail drop down menu.

NEWSie offers a choice of encoding methods and these Encode selections are used to send binary file attachments (anything other than plain ASCII) over the Internet. Please bear in mind binary files should only be posted to binary news groups otherwise you will become very unpopular! NEWSie's built in decoding of file attachments works well and makes a welcome change from unfriendly TTP utilities.

I have read reports from users reporting disk or file corruption when downloading articles. I've never experienced this but do read and follow the advice in NEWSIE DOC. Even better set aside a partition specifically for NEWSie if you have the hard disk space.



BubbleGEM help indicates the function of the individual window toolbar icons maybe next time the keyboard shortcuts can be included? More detailed context sensitive help is available by pressing the [Help] key

Web browsing

Text only browsing has been integrated into the article reading window where clicking on a quoted URL, while on-line takes you to that page. When it works it's fine but all too often I was left looking at a blank window so some further development is needed in this area. In the mean time NEWSie can send a URL via the GEM clipboard or under a multitasking OS via the AV protocol to CAB.

Email

In addition to the basic email features NEWSie offers some excellent extras. There's a comprehensive "killfile" feature which can be configured to reject any email which doesn't match your supplied criteria. Incoming mail can also be automatically divided into multiple off line mailboxes which makes it easy to keep mailing lists separate and there are many other possibilities.

There's also a useful address book and nickname support and a friendly greeting from the author lurking in the incoming mailbox a nice touch.

To help avoid spam NEWSie can be configured to hide your real email address. However if you do want to receive emails you need to make changes. There's currently no easy way to do this within NEWSie itself but I maintain a second INF file containing my real email address and load that when I want to send or receive email using NEWSie.

FTP

Rich stores of files are just waiting to be plundered using NEWSie's FTP (File Transfer Protocol) section. It really is as simple as navigating using a file selector. Pick a server from a user supplied list of FTP sites double click to connect and the rest is self explanatory.

This release adds the ability to upload multiple files at once and recall the last directory used. This is also the first release which works properly with CIX and probably other ISPs.

Conclusion

I started this review using NEWSie v0 90 and this release has addressed ALL of my earlier reservations so apart from the minor niggles mentioned here it comes recommended ◎

NEWSIE v0.94

Status Freeware
Author John Rojewski
Email rojewski@primenet.com
http://www.primenet.com/~rojewski/newsie.html
System All Ataris 1Mb memory and ST high resolution minimum RAM/hard drive recommended

Pros Freeware reversible deletion of offline articles active support by the author in the comp.sys.atari.st newsgroup AV protocol support ongoing development

Cons Erratic web browsing feature no Drag&Drop DHST OLGA StringServer or GEMScript support log file overwritten each time NEWSie is started

85%

Your own domain name

from just...

25 pence

per week

CyberSTrider

Domain Services
PO Box 2023
Wickford
SS12 9RX
UK

www.cyberstrider.net
domains@cyberstrider.net
Fax: +44-(0)171-681-1307

Cybes Level £25.00 pa

*Excludes Registry Fees**

Domain Name Registration
One Mail Forwarding
Web Redirecting

Additional Mail Forwardings, each £15 00 pa

*You will be charged directly by the registry CyberSTrider will charge you the initial registry fee for .co.uk and org uk domains at £25 00 You will be required to pay the full fee directly to the UK registry after the initial two years

Registry/Naming Body Fees for two years

.co.uk, .org.uk	£80.00 + VAT
com, .org, net	$70 00

Search Engine Registration

Submit your site to over 800 Search Engines

Sites hosted by CyberSTrider	£25.00
Sites not hosted by CyberSTrider	£50.00

Cyberstrider Level

Includes Registry Fees

Domain Name Registration
Multiple Mail Forwardings
Commercial Web Space
Your own CGI Directory

0Mb (Redirect)	**£100.00 pa**
2Mb	**£125.00 pa**
5Mb	**£140.00 pa**
10Mb	**£155.00 pa**

Extras

POP3 Mailbox, each	£25.00 pa
Additional 5Mb	£20 00 pa
Additional 10Mb	£30 00 pa
Additional 20Mb	£45 00 pa

Web Design from £150.00 pa

Full site web design
Site maintenance
Search engine registration included
Sites designed by award winning web designer
To YOUR specified requirements
Email us for further details

Reseller Program Earn money on your referrals Email for further details

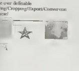
IMPORTANT Cybes and CyberSTrider Level services are subject to a one-off set up charge of £25 00 added to your first bill Extra services do not incur this charge Domain registrations are bound by the Terms Conditions and Policies of the particular Domain Registry Cybes Level allows for two mail forwarding changes per year Multiple mail forwarding changes in the CyberSTrider Level You are bound by the CyberSTrider Internet Services Terms and Conditions as set out in http //www cyberstrider net/tandc txt Order forms are at http //www cyberstrider net/domains/ for the main services and at http //web cyberstrider net/ for Search Engine and Web Design services

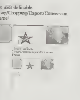
Calamus Secrets

Dave Barkin insists Calamus SL/98 is the most powerful Desktop Publishing program available for any computer and has decided to reveal some of the hidden secrets he's discovered...

Calamus isn't perfect, there's sparse support for the current popular printers and there's no six colour printing support However, on the plus side, there are plenty of module and driver updates and Calamus is incredibly fast - faster on an Atari TT than Quark Express on a 300MHz Power PC!

As Calamus users will be aware it's a frame based program Images text lines and so on are all placed in specially created frames but there's one frame which ought to be renamed The program refers to the Adjustable Tiling Frame but I prefer to call it the User definable Tiling/Conversion/Cropping/Export Frame


The user definable Tiling/Cropping/Export/Conversion Frame!


The user definable Tiling/Cropping/Export/Conversion Frame!

According to the Calamus manual to print out a portion of a page you go to the tiling option and draw a user definable frame Then in the Print dialog you highlight Selected tile and only that portion of the page covered by your tiling frame will be printed Wonderful except there were problems with this option right up until the latest release of Calamus 98 (8/98) Every time I printed using this option areas outside the frame would have smear marks I'm pleased they've fixed it but to be honest I rarely need that particular feature Anyway about this new title I've given to this frame it's a case of a usable bug and it looks like the programmers didn't realise what they had created

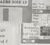
If you use the Bridge Module which converts and exports frames and pages to various formats you will find that the tiling frame is peculiarly invisible to this Module Whatever portion of the page the tiling frame covers is considered part of the tiling frame! Sooo this means that if you wish to convert a mixed page of graphics and text to an image simply cover it with a tiling frame Then using Bridge convert or export you can convert the contents of the tiling frame into the desired format!

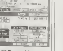
Calamus has a fine cropping function but it's mouse controlled which means you have to draw using the cursor and if the result doesn't quite match your needs you have to abort and try again and again and again!

Using the Adjustable tiling frame you can draw a frame to the exact size of the desired crop position it exactly where required and use the Bridge module to perform the conversion Better still Bridge allows you to specify the dpi as well as file type so you can now create a frame at exactly the required size AND dpi Amazing eh? Well there's more! You can also use this frame to convert to raster and vector graphics although you cannot convert photographs to vector format you can convert text and raster shapes or even vector to vector Any frame can be converted to raster image This gives you the flexibility to crop then export groups of text and raster images for subsequent use The latest version of Calamus has the Mask Module built into the program and mask frames can be handled just like other frames The tiling frame can be used to crop/convert/export them as well I should also point out these above capabilities have been around since the first Calamus SL versions we just didn't know about it! Next time we're going to explore the potential of the Star Screening Module There are two versions of this module The junior version which is a VERY usable demo and the pro version With a little help from me you'll discover the junior version can do everything the pro version does and it's quite a bit cheaper until then!

If you have any Calamus hints and tips to share or suggestions for future Calamus related articles please get in touch via the editorial address or by email

dave@ataricomputing.com





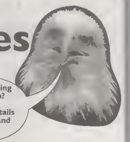
Calamus SL/98 Epson drivers

Dave has released two drivers which support almost all Epson printers at 720dpi They do not access the 1440dpi mode because this is accomplished by half stepping the vertical run and printing a second row of dots underneath the first similar to software interpolation which actually only provides a minimal increase in resolution Used together with the Calamus Star Screening Module you can achieve much better results at 720dpi than Quark Express at 1440dp

Unlike the drivers supplied with Calamus SL both these drivers access the super microdot mode and you'll enjoy the difference!

The slow driver produces slightly better quality in theory but in practice it's hard to see the difference Sadly the drivers do not work with Calamus v1 09n

Layout Modules



Hey, what's going on here then?

David Encill details the modules and packages.

Unfortunately, due to time constraints this will be the last column on the DA's Layout Tutorial. So to wrap up this series of articles all the available packages and optional modules will be summarised.

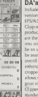
DA's Layout Pro

Includes integrated Font Editor Barcode Generator and Vector Autotracer Because DA's Layout uses its own font format (also converting CFN and PostScript fonts) this allows far more flexibility with relation to the manipulation of fonts e g graphic text can be rotated, resized skewed and perspectively distorted In addition the Font Editor can create true outlined fonts unlike styled fonts offered in other DTP programs with Pair and Step kerning also supported. EAN 8 and EAN 13 barcodes can be generated directly within the program An essential utility when dealing with commercial packaging

1 234567 890128

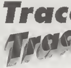
Left A sample EAN 13 barcode produced directly within DA's Layout

Right The Autotracer Toolbox.



The Vector Autotracer provides a method to convert lumpy bitmaps into smooth scaleable vector objects Naturally you can then apply any vector transformation to the object, including 3D extrusion, skew, stretch etc. The Autotracer Toolbox also includes the facility to differentiate between CMYK colours This is extremely useful when working on a colour image when a variety of different hues need to be separated and individually traced

Below Transforming blocky bitmaps into the spectacular with the Vector Autotracer



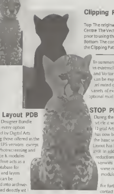
DA's Layout EPS

Includes all the options within the Pro version plus the Clipping Path and EPS/AI3 Driver modules

Clipping Paths are incredibly easy to produce within DA's Layout – but what are they? Well, when importing a photo into any DTP program the background can be an unwanted part of the image As can be seen from the sample images the overall impact of the design is greatly enhanced when the the cheetah cub is cropped from the background This also allows irregular text flow to be used to great effect.

Clipping Paths are created by using the standard Vector tools to create the desired outline and the Vector is then merged onto the image using the appropriate tool within the Image Toolbox If an alteration needs to be made this can be simply changed by 'unclipping' the vector from the image Being vector based a Clipping Path always produces a clean outline When attempting to 'clip' more complex images (like the eagles head) you can compromise be creating a shape around the desired object, rather than 'clip' the entire surround which would have been extremely time–consuming!

The EPS/AI3 Driver module is important to retain some method of compatibility with PC and Mac files by allowing the import of editable Adobe Illustrator files complete with Clipping Paths and embedded fonts



Clipping Paths

Top The original Image
Centre The Vector path overlaid prior to using the Clip function
Bottom The complete image with the Clipping Path option applied

To summarise DAs Layout is an extremely powerful DTP and Vector Editing tool which can be expanded to offer unlimited options and a variety of expansions with the optional modules on offer

STOP PRESS:

During the writing of this article it was announced by Digital Arts that version 6 2 has now been released and the basic version of DAs Layout has been reduced to £491 In addition there are reductions for all other versions of the program and some of the optional modules

For further details please contact me
david@titan-bss co uk

DA's Layout PDB

The Pro Designer Bundle includes every option produced by Digital Arts including those offered in the Pro and EPS versions except for the Photoscreening and Reference K modules

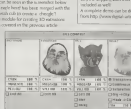
DAs Archive acts as a visual database for graphics and layers Objects can be organised into archives and pasted directly into documents A very easy and convenient way to manage documents

DAs Calibration uses a unique Ink Colour simulation to accurately calibrate the monitor display to the exact colours used by a printer

DAs Compose is a powerful module to allow the merging of multiple images (vector or bitmaps) to create exciting collages Definable transparency saturation luminence and CMY values offers unlimited variety

As can be seen in the screenshot below the eagle head has been merged with the cheetah cub to create a 'cheegle'!

The module for creating 3D extrusions was covered in the previous article



DA'S LAYOUT V6.2

New Version!

DAs Layout has been upgraded and is now priced from a mere £99 00

New features include font smoothing a 16-level Undo feature faster operation and several minor improvements as well Oh, the Clipping Extension is now included as well!

A complete demo can be downloaded from http //www digital-arts-ag ch

PRINT TERMS (L to P)

Landscape The orientation of a page that is wider than it is tall

Leader Any character (usually periods or dashed lines) used to lead the reader's eye across the page Leaders commonly fill tab stops

Leading The additional space between lines of text usually measured in points

Left-aligned A paragraph with a straight left edge and a ragged right edge

Left indent. The distance between the left border of a text block and the beginning of a line

Ligature A pair of combined letters e.g. ae oe and fi

Lines per inch Commonly referred to as lpi it refers to the measurement of the frequency of a halftone screen

Margin The space between the edge of the page and the document area reserved for text and graphic elements

Mask Traditionally the material used to block off a portion of a printed page In desktop publishing it refers to the area of an image that is cut away

Misregistration Misregistration occurs when the foreground element and its knockout do not exactly line up leaving white gaps between the element and background colour

Moire pattern The pattern created when two or more screens are superimposed

Offset. The distance of an element from some point.

Ornament. Special characters that appear in addition to the letters and numbers of a font e g fleurons decorative borders maths or musical symbols

Orphan The first line of a paragraph that starts at the bottom line of a column

Overprint. The process of printing one colour on top of another If the background colour is darker than the foreground element, the background may show through the foreground thereby changing its colour

Page Ornaments The elements printers use to align and compose pages Typical page ornaments include registration marks, crop marks and colour bars

Pica A unit of typographic measurement There are 6 picas to an inch and each pica contains 12 points

Point A unit of typographic measurement. There are 12 points to a pica and 72 points to an inch

Portrait The orientation of a page that is taller than it is wide

PostScript. A page description language created by Adobe Systems PostScript describes fonts and graphics and how they appear on a page

Pixels per inch A measurement used to define monitor resolution

Binliner Demo preview screens by Avena Falcon only Entertainment - Freeware Overall: 90%

There is a tale attached to these screens as these were in completed form and with quite a bit more added on besides intended to be the follow up to the 1997 groundbreaking demo Sonoluminescenz However the main coder Tat lost enthusiasm somewhere along the line and binned the whole project

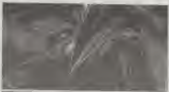
Fortunately he has decided to release the work completed so far in the form of the source code and also the three preview screens completed This is their story

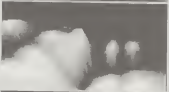
The first screen is an early version of a textured and continually generating fractal landscape It is very quick and obviously DSP powered

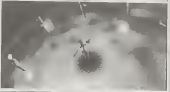
The next screen is called Freaky and is some kind of very elaborate tunnel feedback effect most aptly described as a visitation by a psychedelic version of one of the giant worms from Dune

The piece de resistance and the best indicator of what the final finished article would have looked like is a screen called Worship It is an amazing sequence with beautifully lit multiple spinning "angels" bio luminescent blobs flying around them set against a dark and brooding worldscape Probably the most complex demo effect screen ever seen on the Falcon and one which makes the loss of Tat from the Atari scene all the harder to bear

Just maybe someone else can pick up where he left off?





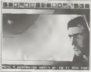


We make no secret of our continuing enjoyment of the strange world of the demo coder This time around we bring you a longer than normal review of the most astounding music demo of recent times, apparently written on the PC Pacifist ST emulator We also take a look at some out-takes from the tragically lost Binliner Falcon demo The source code and early work in progress has thankfully been released, so we yet may see something of this enterprise in the near future. Next issue there should be a full show report in these pages of the forthcoming Easter coding convention "Error in Line", which will be attended by members of the Maggie Team

Chris Holland

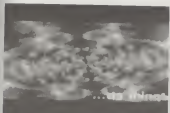
http //rg atari org

Richard Spowart and Chris Holland are The Maggie Team, Inc



Download Maggie and check out the Maggie pages at...

http://rg.atari.org



Do Things Demo by Cream ST, Falcon, and PC emulators!
Entertainment - Freeware
Overall: 85%

This is a welcome return to the Atari demo scene after a long time away by the German crew Cream

What they have to offer us is an ST demo at heart but it can run on almost anything Atari related even the Pacifist emulator on the PC A technical first for this demo is that the majority of it was coded on Pacifist rather than a raw ST or Falcon! Also a large part of the graphics were prepared with Photoshop to save time in my view an excellent use of the available tools to hand

It can run as a classic autobooting floppy disk it is presented to us as an MSA file but there is a considerately provided TOS executable for those of us with hard drives and reasonable (2Mb and above) RAM sizes

Running the demo starts you off with a parade of title graphics and options screens to wade through You know that you are seeing the first part of the demo proper when a brilliant sixteen colour loading screen picture hand-drawn by Agent T leaves you in confusion !

The first of many of Tao s wonderful specially composed tunes starts up at this point, a YM tune with distinctive SID like overtones A bunch of self confident credits stab their way onto the screen the prequel for the first main part of the demo

The effect part of the demo is next, a beautiful liquid-like swirling tunnel plasma with an almost 3-D feel in some places! Hard to describe fantastic to see in action and very well interpreted for an ST's limited range of colours on screen This is a single effect but with many variations on the theme all of them wonderful More credits and a great number of greetings push to the front of the screen to make themselves seen as well

The mid section of the demo is predictably perhaps a music selector with around a dozen or so Tao tunes awaiting your ears This screen has a slightly Cyberpunk feel in its design The first surprise is that these Tao Tunes are all SIDchip based with a sound quality very much like a modem day Commodore 64! Well maybe not so much of a surprise if you think of it as a logical progression Cream produce a Sidchip player next step a Sidchip composer

Banging on the spacebar produces the next article of goodness an Agent T produced slideshow this seemingly done in some kind of watercolour effect and looking confident self assured and totally brilliant Interesting story line too

Having watched the slideshow and enjoyed the tunes you might well think that this is all but there is one final surprise Yes the reset demo first seen in Things that make you go Hmmm makes a return visit to this demo as well

Having perfected a reset routine that works on all machines there was never any sense in Cream keeping it for only one demo This final part consists of a return to the swirly plasma with credits seen earlier but with more abstract objects blended in, such as a Peace symbol and most stunning of all a pair of eyes in a 3D fashion Again the effect needs to be seen to be really believed but it is classy and understated

I enjoyed watching Cream Do Things and I m sure you will too!

A "Cymvention" 24-hour game
The Stupid Balloon Game by Eddies Cat.
STe and Falcon 030
Entertainment - Freeware
Overall: 70%

This is a classically simple game apparently based on some obscure piece of ancient arcade heritage currently being emulated on one of the multi arcade emulators on the PC

The game objective is very simple you steer your ball/balloon around the screen which looks like a contour relief map of one of the trickier Norwegian Fjords collecting star symbols to gain points as you go around You have to take care as if you touch one of the prickly points of the landscape your balloon deflates and you lose a life After three lives it's all over It s all a matter of fine control and people who are comfortable with Asteroids type games will be happy with this one The other game that came to mind was a very simplified E-Motion Control can either be through traditional 9 pin crap access to ports style joystick, or much more user-friendly Jagpad There is also a pretty tight 30 second timer running as well and failure to complete the screen within that time means a brutal exit to the title screen to contemplate your misfortune as well (Though if you do lose a life it does have the happy knack of resetting the timer for you!)

The game runs on the STe and Falcon it uses the DMA hardware to replay a bunch of Fast Show "Jazzclub samples when carrying out different tasks and for one awful moment I was flash backed to the Reservoir Gods ASCII demo from the previous summer The graphics are nothing exceptional but they are nice and show touches of the genius of Donkey Island days The only minor quibble is that Ed s exit routine from this game is not very Falcon friendly a horrible yellow on yellow GEM environment being the end result This is but a very minor point though and this 24 hour(ish) game is a credit to its creator

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Q&A

"We always have more answers than questions"

PSU source

Q Do you know where I can get a circuit diagram of the Mega ST2 PSU? Mine seems to be on its way out I ve done a lot of surfing and searching but all so no avail Obviously I m looking in the wrong places

Forwarded by CyberSTrider to CIX atancomputing conference

A There are a couple of wirewound resistors which get very hot and eventually crystallise the solder round their legs causing dry joints I ve rescued ST power supplies several times by resoldering any suspect connections on the underside of the PCB

John Eason,
CIX ataricomputing conference

Something for nothing?

Q I have come across many free internet access schemas for PC users and it s hard to avoid the give-away CD ROMs from Dixons Tandy and Tesco One Atari newsgroup carried a plea from an Atari-user for advice on how to set up Freeserve ISP with his machine Can your boffins outline briefly how we can all do this (perhaps even a concise article about it)? Yours a bit gormlessly

Noel Lundgren

ATARI
READER DISK 13

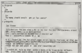
A We've had a long series of replies to this question so I ve included the entire thread on the Reader Disk along with the configuration files ment oned here good luck and when you get up and running drop us an email

- To get online via Freeserve using CAB STinG and a suitable CAB OVL proceed as follows
  Edit STinG s DEFAULT CFG and DIAL SCR with your details The DEFAULT CFG file on the Reader Disk is in the progress of being "tweaked" for best performance with the original values commented out for reference Change modem port etc to suit your system
- If you d like to be able to log in to another ISP as well proceed as follows
  Copy the DIAL SCR to the same directory renaming it to reflect the name of the ISP that you want to log in to Then list the details of your proxy servers under Network Environment" see the DEFAULT CFG file for the required format Change phone numbers and password details and so on to suit. Now you can select this script in the STinG dialer by clicking in the "Dial script line at the top of the Configs menu
- If you re experiencing problems making a successful connection
  It might be that your ISP doesn t use a PAP (Password Authenticated Protocol) connection Try connecting with a terminal program with logging turned on and respond to each of the questions with the details given to you by your ISP Most likely you ll be asked for your login name and password once you ve logged in completely the screen should fill with indecipherable characters Shut down the connect on and edit the appropriate dial script referring to your log for details
  There s an example script on the Reader Disk called SCRIPT.ASC.
- If you ve made a successful connection to your ISP (the STinG dialer reports Link established and 'Success but CAB seems to freeze with the message Resolving host proceed as follows
  Double check that you re using a STinG-compatible overlay Double check the proxy server details in the DEFAULT CFG or DIAL SCR (where appropriate) Proxy server details in CAB listed under "Server/Proxy" may not be current however if overridden by others set in the DIAL.SCR
- If you re using the latest CAB overlay and there s a delay when browsing through your offline cache.
  Load the dialer into memory alongside CAB Single TOS users can rename the STinG dialer with an ACC extender and load it as an accessory a recommended course of action anyway (you will need to copy the STING INF file into the root directory of your boot disk as well) Or use Olivier Booklage s overlay version from S 4000 onwards available from http //194 2 128 248/vcf-com/download/cabovl.lzh

Thanks to Derryck Croker, Daniel Cohen, Andrew Harvey and Keith Jackson for their contributions to this thread in the CIX ataricomputing conference.

Making your Mark

An alternative solution would be to use the keyboard kurzels (tags/shortcut) feature in your text editor Everest, qed and Edith all support these



After setting up your sigs in the kurzel/tag file you can select between sigs on-the fly For example typing s_[Esc] in Everest adds "Regards Joe si[Esc]" adds a comment and "sig[Esc]" adds my full signature. This concept can be extended to support as many signatures as you like

Joe Connor

DBMaster class

Q Is there any way I can convert Antic DBMaster databases into a format which will allow me to load them into Microsoft Access or any other PC based database program? If not, could I use my Atari database files on a PC by using an emulator of some sort? Many thanks in anticipation of a helpful reply

From the ataricomputing website

A Printing a report to disk will give an ASCII file that will easily import into any other database The fields are padded out to their full length with spaces so you can use a text editor on the ST or the PC to add commas as required by the new databases import filter

Paul Glover (FaST Club)

A In general so long as you can export data from a database in human readable format you ll be able to convert it for use in any modern database

If your database allows you to select the separator character avoid using quote marks and commas because these are commonly used for house names and line separators in postal address fields I prefer using semi-colons

Exported files typically use quote marks tabs the vertical bar character semi-colons commas or other character as field separators and when attempting to import these look for Comma Separated Variable (CSV) Text or ASCII import options - try them all your mileage may vary

Alternatively you can probably continue to run DB Master using any of the popular

Atari ST emulators including TOSBOX, Gemulator MagiC PC STemulator WinSTon, PaCifiST and others

Joe Connor

MAKEPRN RIP

! Since the release of NVDI 5 it's no longer possible to make your own printer drivers I have been in contact with Wilfried Behne about NVDI 5 and not only is there no MAKEPRN with it there won't be one, or facilities for making your own drivers I asked him what happened about printers that 28 didn't know about, or new models He replied that a program like MAKEPRN would unfortunately not help either

If new printers appeared that don't work with existing drivers then it is usually necessary to program new printing processes (new commands or different preparation of the bitmap data)

On a different topic I also asked him about the greyed out options to print odd and even pages with WDIALOG and NVDI 5/Magic 6 Wilfried replied that some printing dialog functions needs special support from the associated program and if the program does not make these functions available then the relevant icon is disabled

Peter West,
CIX ataricomputingconference

Media Change Bug

Q I have an Atari STF which I use to run Steinberg Pro 24 sequencing software It also runs with the Little Green Selector v1 8c

Today something happened which I am sure has also happened to me in the past

While using Pro 24 I went to save a song The Save selector box appeared Suddenly realising that I wanted to save the song on another disk I swapped the two disks and saved onto disk 2

BIG MISTAKE! The moment I clicked that button my stomach went weak. I'm sure the file has saved but it is not that file I have lost. On disk 2 was another file but the disk reads the list of files I had on disk 1 which was in the drive originally

It is very possible that the file that I have saved has written across parts of the file I have lost on disk 2

My hope is that because disk two lists the wrong files that when it reads the right files (which would only be the file I was saving and the file I have lost) that I will have regained my lost file.

I'm sure I managed to rescue the file last time this happened but I can't remember how to go about the rescue

What are your thoughts

Via Andrew Wright,
CIX ataricomputing conference

A I fear you have overwritten the root directory because the drive didn't recognise the disk change it's called the media change bug The chances of recovery of non text files are minimal unless the old file was not fragmented and the new save was to a previously unused part of the disk Even then it would be hard to determine which clusters were used and how long the file was unless you had a record of this somewhere

In future you can avoid this by pressing the [Esc] key which forces TOS to re-read the disk. Alternatively click on the drive B box in the file selector (assuming you were using A and have only a single drive) and you'll be prompted to insert disk B in drive A and the directory will be re-read

Peter West

A There is a slim chance of recovery The chances are better if the files are smaller and if the floppy the system thought it was writing to had more data on it than the one you actually wrote to the chances are it may not have overwritten the first file which was hopefully at the start of the floppy

- Don't write to the floppy at all If you have KnifeST use it to make a identical copy of the floppy and work on the copy not the original
- It gets technical and it might be an idea to get help but even though binary files are fairly unrecognisable the first cluster is often identifiable For example JPEGs have the text string JFIF somewhere in the first cluster You need to examine the first cluster of another file of the same type to see whether there are any clues as to what it looks like
- What you really want is info on the file length but you might be able to get away without it
- Delete any files on the floppy which aren't on it (for example files which are on the one the system thought it was writing to) but not the one you really did accidentally write (because that one really is there)
- You have to do an undelete option BUT you don't want it to take the starting cluster or length from a different file I would approach this with something like KnifeST's build command and manually look for the starting cluster First place I'd look is the first free cluster
- You can build the file back to the original length using successive free clusters if you don't know the length and are lucky the application will read the file and only use the valid part. or you have to use a lot of trial and error to get it back to the right length

Olly Skelton

Give XBoot the boot?

Q I have recently run into a small nuisance type problem with my Falcon I have a 4Mb Falcon with 120Mb IDE HD and have been using XBoot III for years on a Mega ST TT and now the Falcon Recently I attempted to upgrade my HD Driver 7 12 to 7 61 and my troubles started The drop down menus within HDUTIL.APP had invisible parts of the dialog boxes If I guessed correctly and clicked with the mouse cursor missing boxes and so forth would become visible. I tried this upgrade on another Falcon and I got the same display problems Then I noticed that when I booted up the XBoot screen had a mouse pointer/arrow near the middle of the screen but it was frozen in place There was also a flashing cursor bar on the lower left edge of the screen also unusable The keyboard keys all worked normal and the chosen set was launched successfully and the mouse then would work as normal on the desktop I noticed that if I opened the Auto folder and ran XBOOT PRG from the desktop that it would boot normally with a fully functioning mouse on the XBoot screen.

I have removed everything from the Auto folder recreated the Auto folder with just XBOOT PRG installed I have repartitioned the hard drive and re installed early versions of HD Driver(7 04/7 12) I made new NEWDESK.INF files but I can't make XBoot run from the Auto folder AND have a functioning mouse I have not seen the grow bars under the Fuji symbol on boot up for quite sometime. I have tried every possible parameter selection in XBoot, different resolutions Neodesk no Neodesk is there any light at the end of the tunnel?

Dave Leippe Sacramento CA, via the ataricomputing webpages

A Possibly XBoot has become corrupted Have there been any hardware changes maybe a badly functioning Blitter? Check the NVRAM settings XBoot is packed and in some cases needs to be unpacked to work properly and avoid problems with caching (IIRC "Naughty" program can unpack it)

Olly Skelton,
CIX ataricomputing conference

A It's possible the default resolution set in NVRAM might not suit XBoot I'd recommend Stoop in place of XBoot It allows the resolution of the desktop after booting to be set independently of selecting sets of AUTOs/ACCs/CPXs and is designed for the Falcon The only disadvantage is it won't work with earlier machines

Peter West,
CIX ataricomputing conference

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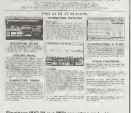

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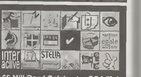

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An ultra-powerful processor expansion board using either the Motorola Coldfire 68040 compatible 40MHz processor, or a Motorola 166/200MHz PowerPC

FEATURES

- **Massive performance increase with either a 40MHz Coldfire, or 166MHz/200MHz PowerPC processor!**
- **SDRAM support for expansion to 256MB TT-RAM**
- **Through port expansion allowing Eclipse to interface, freeing the PCI slot for other devices,**
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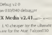
- **Switchable to the Falcon 030 for 100% compatibility with any software running on the Falcon.**
- **Easy installs - no soldering! For improved compatibility across a wider range of software, a few wires will need soldering to the Falcon motherboard**
- **Fitted within a standard Falcon case!**

Note The AGP slot will not now be fitted due to space constraints on the PCB i.e. there's no more room!
As Tempest is being developed, accurate time scales for completion is difficult. We will advise when more news is available.



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